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| <div> <b>Abstergo Entertainment</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> <p>{3}, {T}, Exile Abstergo Entertainment: Return up to one target historic card from your graveyard to your hand, then exile all graveyards. (Artifacts, legends, and Sagas are historic.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Adeline, Resplendent Cathar</b> </div> <div>           Legendary Creature -- Human Knight         </div> <div> <p>Vigilance</p> <p>Adeline's power is equal to the number of creatures you control.</p> <p>Whenever you attack, for each opponent, create a 1/1 white Human creature token that's tapped and attacking that player or a planeswalker they control.</p> </div> <div> <div>* / 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ajani, Nacatl Pariah</b> </div> <div>           Legendary Creature -- Cat Warrior         </div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div> <div>1 / 2</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <b>Ajani, Nacatl Avenger</b> </div> <div>           Legendary Planeswalker -- Ajani         </div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Anim Pakal, Thousandth Moon</b> </div> <div>           Legendary Creature -- Human Soldier         </div> <div> <p>Whenever you attack with one or more non-Gnome creatures, put a +1/+1 counter on Anim Pakal, then create X 1/1 colorless Gnome artifact creature tokens that are tapped and attacking, where X is the number of +1/+1 counters on Anim Pakal.</p> </div> <div> <div>1 / 2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Arbaaz Mir</b> </div> <div>           Legendary Creature -- Human Assassin         </div> <div> <p>Whenever Arbaaz Mir or another nontoken historic permanent you control enters, Arbaaz Mir deals 1 damage to each opponent and you gain 1 life. (Artifacts, legends, and Sagas are historic.)</p> </div> <div> <div>2 / 2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                      | <div> <b>Arena of Glory</b> </div> <div>           Land         </div> <div> <p>This land enters tapped unless you control a Mountain.</p> <p>{T}: Add {R}.</p> <p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                    | <div> <b>Arid Mesa</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div> <b>Baird, Argivian Recruiter</b> </div> <div>           Legendary Creature -- Human Soldier         </div> <div> <p>At the beginning of your end step, if you control a creature with power greater than its base power, create a 1/1 white Soldier creature token.</p> </div> <div> <div>2 / 2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                 |

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| <div>Battlefield Forge</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {W}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   | <div>Blood Moon2R</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         | <div>Bloodstained Mire</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Boromir, Warden of the Tower2W</div> <div>Legendary Creature -- Human Soldier</div> <div>Vigilance</div> <div>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Broadside Bombardiers2R</div> <div>Creature -- Goblin Pirate</div> <div>Menace, haste</div> <div>Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chain LightningR</div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Command Beacon</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}, Sacrifice this land: Put your commander into your hand from the command zone.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div>Command Tower</div> <div>Land</div> <div>{T}: Add one mana of any color in your commander's color identity.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                           |

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| <div>Den of the Bugbear</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {R}.<br/>{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Drannith Magistrate 1W</div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                           | <div>Eiganjo Castle</div> <div>Legendary Land</div> <div>{T}: Add {W}.<br/>{W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                     | <div>Eiganjo, Seat of the Empire</div> <div>Legendary Land</div> <div>{T}: Add {W}.<br/>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Embercleave 4RR</div> <div>Legendary Artifact -- Equipment</div> <div>Flash<br/>This spell costs {1} less to cast for each attacking creature you control.<br/>When Embercleave enters, attach it to target creature you control.<br/>Equipped creature gets +1/+1 and has double strike and trample.<br/>Equip {3}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                      | <div>Éowyn, Fearless Knight 2RW</div> <div>Legendary Creature -- Human Knight</div> <div>Haste<br/>When Éowyn enters, exile target creature an opponent controls with greater power. Legendary creatures you control gain protection from each of that creature's colors until end of turn.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Feldon, Ronom Excavator 1R</div> <div>Legendary Creature -- Human Artificer</div> <div>Haste<br/>Feldon can't block.<br/>Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Flagstones of Trokair</div> <div>Legendary Land</div> <div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                |

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| <div><div>Flame Slash</div><div><div>R</div></div></div> <div>Sorcery</div> <div>Flame Slash deals 4 damage to target creature.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                   | <div><div>Flooded Strand</div><div><div></div></div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                | <div><div>Flowering of the White Tree</div><div><div>W</div><div>W</div></div></div> <div>Legendary Enchantment</div> <div>Legendary creatures you control get +2/+1 and have ward {1}.<br/>Nonlegendary creatures you control get +1/+1.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Forth Eorlingas!</div><div><div>X</div><div>R</div><div>W</div></div></div> <div>Sorcery</div> <div>Create X 2/2 red Human Knight creature tokens with trample and haste.<br/>Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Fury</div><div><div>3</div><div>R</div><div>R</div></div></div> <div>Creature -- Elemental Incarnation</div> <div>Double strike<br/>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/>Evoke--Exile a red card from your hand.</div> <div><div>3/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Galadriel's Dismissal</div><div><div>W</div></div></div> <div>Instant</div> <div>Kicker {2}{W} (You may pay an additional {2}{W} as you cast this spell.)<br/>Target creature phases out. If this spell was kicked, each creature target player controls phases out instead. (Treat phased-out creatures and anything attached to them as though they don't exist until their controller's next turn.)</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gitaxian Probe</div><div><div>UP</div></div></div> <div>Sorcery</div> <div>{U/P} can be paid with either {U} or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                     | <div><div>Giver of Runes</div><div><div>W</div></div></div> <div>Creature -- Kor Cleric</div> <div>{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.</div> <div><div>1/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                       |

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| <p><b>Gut, True Soul Zealot</b> (2)(R)</p> <p>Legendary Creature -- Goblin Shaman</p> <p>Whenever you attack, you may sacrifice another creature or an artifact. If you do, create a 4/1 black Skeleton creature token with menace that's tapped and attacking. (It can't be blocked except by two or more creatures.) Choose a Background (You can have a Background as a second commander.)</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Hammerheim</b></p> <p>Legendary Land</p> <p>{T}: Add {R}.</p> <p>{T}: Target creature loses all landwalk abilities until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                     | <p><b>Headliner Scarlett</b> (3)(R)</p> <p>Legendary Creature -- Human Warlock</p> <p>Haste</p> <p>When Headliner Scarlett enters, creatures target player controls can't block this turn.</p> <p>At the beginning of your upkeep, exile the top card of your library face down. You may look at and play that card this turn.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                        | <p><b>Inspiring Vantage</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {R} or {W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <p><b>Inti, Seneschal of the Sun</b> (1)(R)</p> <p>Legendary Creature -- Human Knight</p> <p>Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn.</p> <p>Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>              | <p><b>Kari Zev, Skyship Raider</b> (1)(R)</p> <p>Legendary Creature -- Human Pirate</p> <p>First strike, menace</p> <p>Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Kassandra, Eagle Bearer</b> (1)(R)(W)</p> <p>Legendary Creature -- Human Assassin Warrior</p> <p>Haste</p> <p>When Kassandra enters, search your graveyard, hand, and library for a card named The Spear of Leonidas, put it onto the battlefield, then shuffle.</p> <p>Whenever a creature you control with a legendary Equipment attached to it deals combat damage to a player, draw a card.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Kytheon, Hero of Akros</b> (W)</p> <p>Legendary Creature -- Human Soldier</p> <p>At end of combat, if Kytheon and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control.</p> <p>{2}{W}: Kytheon gains indestructible until end of turn.</p> <p>2/1</p> <p>----- BACK FACE -----</p> <p><b>Gideon, Battle-Forged</b></p> <p>Legendary Planeswalker -- Gideon</p> <p>[+2]: Up to one target creature an opponent controls attacks Gideon during its controller's next turn if able.</p> <p>[+1]: Until your next turn, target creature gains indestructible. Untap that creature.</p> <p>[0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - R3tr0sp3ct - Duel Commander (Duel Commander League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 5/13 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Laelia, the Blade Reforged</b> <span>2</span><span>R</span> </div> <div>           Legendary Creature -- Spirit Warrior         </div> <div> <p>Haste</p> <p>Whenever Laelia attacks, exile the top card of your library. You may play that card this turn.</p> <p>Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Lightning Bolt</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Lightning Bolt deals 3 damage to any target.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                | <div> <b>Lithomantic Barrage</b> <span>R</span> </div> <div>           Sorcery         </div> <div> <p>This spell can't be countered.</p> <p>Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Loyal Apprentice</b> <span>1</span><span>R</span> </div> <div>           Creature -- Human Artificer         </div> <div> <p>Haste</p> <p>Lieutenant -- At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn.</p> </div> <div> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Mabel, Heir to Cragflame</b> <span>1</span><span>R</span><span>W</span> </div> <div>           Legendary Creature -- Mouse Soldier         </div> <div> <p>Other Mice you control get +1/+1.</p> <p>When Mabel enters, create Cragflame, a legendary colorless Equipment artifact token with "Equipped creature gets +1/+1 and has vigilance, trample, and haste" and equip {2}.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>         | <div> <b>Marsh Flats</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Mental Misstep</b> <span>UP</span> </div> <div>           Instant         </div> <div> <p>{U/P} can be paid with either {U} or 2 life.)</p> <p>Counter target spell with mana value 1.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                    | <div> <b>Merry, Esquire of Rohan</b> <span>R</span><span>W</span> </div> <div>           Legendary Creature -- Halfling Knight         </div> <div> <p>Haste</p> <p>Merry has first strike as long as it's equipped.</p> <p>Whenever you attack with Merry and another legendary creature, draw a card.</p> </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                |

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| <div> <div>Minas Tirith</div> <div> <div>Legendary Land</div> <div> Minas Tirith enters tapped unless you control a legendary creature.<br/> {T}: Add {W}.<br/> {1}{W}, {T}: Draw a card. Activate only if you attacked with two or more creatures this turn. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mines of Moria</div> <div> <div>Legendary Land</div> <div> Mines of Moria enters tapped unless you control a legendary creature.<br/> {T}: Add {R}.<br/> {3}{R}, {T}, Exile three cards from your graveyard: Create two Treasure tokens. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                               | <div> <div>Monumental Henge</div> <div> <div>Land</div> <div> This land enters tapped unless you control a Plains.<br/> {T}: Add {W}.<br/> {2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br/> (Artifacts, legendaries, and Sagas are historic.) </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                  | <div> <div>Mother of Runes</div> <div> <div> <div></div> <div>W</div> </div> <div> <div>Creature -- Human Cleric</div> <div> {T}: Target creature you control gains protection from the color of your choice until end of turn. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>1/1</div> </div> </div>                                                                                                                                                                                       |
| <div> <div>Needleverge Pathway</div> <div> <div>Card</div> <div> <div> <div>Needleverge Pathway</div> <div>Card</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                  | <div> <div>Palace Jailer</div> <div> <div> <div>2</div> <div>W</div> <div>W</div> </div> <div> <div>Creature -- Human Soldier</div> <div> When this creature enters, you become the monarch.<br/> When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>2/2</div> </div> </div> | <div> <div>Parallax Wave</div> <div> <div> <div>2</div> <div>W</div> <div>W</div> </div> <div> <div>Enchantment</div> <div> Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)<br/> Remove a fade counter from this enchantment: Exile target creature.<br/> When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Phelia, Exuberant Shepherd</div> <div> <div> <div>1</div> <div>W</div> </div> <div> <div> <div>Legendary Creature -- Dog</div> <div> Flash<br/> Whenever Phelia attacks, exile up to one other target nonland permanent.<br/> At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>2/2</div> </div> </div></div> |

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| <div> <b>Phlage, Titan of Fire's Fury</b> <span>1</span><span>R</span><span>W</span> </div> <div>           Legendary Creature -- Elder Giant         </div> <div> <p>When Phlage enters, sacrifice it unless it escaped.</p> <p>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</p> <p>Escape--<span>{R}{R}{W}{W}</span>, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>6/6</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Plateau</b> </div> <div>           Land -- Mountain Plains         </div> <div> <p>(<span>{T}</span>): Add <span>{R}</span> or <span>{W}</span>.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                               | <div> <b>Plaza of Heroes</b> </div> <div>           Land         </div> <div> <p><span>{T}</span>: Add <span>{C}</span>.</p> <p><span>{T}</span>: Add one mana of any color. Spend this mana only to cast a legendary spell.</p> <p><span>{T}</span>: Add one mana of any color among legendary permanents you control. <span>{3}</span>, <span>{T}</span>, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Prismatic Vista</b> </div> <div>           Land         </div> <div> <p><span>{T}</span>, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                         |
| <div> <b>Pyrogoyf</b> <span>3</span><span>R</span> </div> <div>           Creature -- Lhurgoyf         </div> <div> <p>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</p> <p>Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.</p> </div> <div> <div>*/1+*</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                       | <div> <b>Pyrokinesis</b> <span>4</span><span>R</span><span>R</span> </div> <div>           Instant         </div> <div> <p>You may exile a red card from your hand rather than pay this spell's mana cost.</p> <p>Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Rugged Prairie</b> </div> <div>           Land         </div> <div> <p><span>{T}</span>: Add <span>{C}</span>.</p> <p><span>{R/W}</span>, <span>{T}</span>: Add <span>{R}{R}</span>, <span>{R}{W}</span>, or <span>{W}{W}</span>.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                  | <div> <b>Sacred Foundry</b> </div> <div>           Land -- Mountain Plains         </div> <div> <p>(<span>{T}</span>): Add <span>{R}</span> or <span>{W}</span>.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <p><b>Samwise the Stouthearted</b> (1)(W)</p> <p>Legendary Creature -- Halfling Peasant</p> <p>Flash</p> <p>When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>         | <p><b>Sanctifier en-Vec</b> (W)(W)</p> <p>Creature -- Human Cleric</p> <p>Protection from black and from red</p> <p>When this creature enters, exile all cards that are black or red from all graveyards.</p> <p>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Scalding Tarn</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Seasoned Dungeoneer</b> (3)(W)</p> <p>Creature -- Human Warrior</p> <p>When this creature enters, you take the initiative.</p> <p>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Senu, Keen-Eyed Protector</b> (1)(W)</p> <p>Legendary Creature -- Bird Scout</p> <p>Flying, vigilance</p> <p>{T}, Exile Senu: You gain 2 life and scry 2.</p> <p>When a legendary creature you control attacks and isn't blocked, if this card is exiled, put it onto the battlefield attacking.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Shadowspear</b> (1)</p> <p>Legendary Artifact -- Equipment</p> <p>Equipped creature gets +1/+1 and has trample and lifelink.</p> <p>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.</p> <p>Equip {2}</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                           | <p><b>Shinka, the Bloodsoaked Keep</b></p> <p>Legendary Land</p> <p>{T}: Add {R}.</p> <p>{R}, {T}: Target legendary creature gains first strike until end of turn.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>              | <p><b>Skrelv, Defector Mite</b> (W)</p> <p>Legendary Artifact Creature -- Phyrexian Mite</p> <p>Toxic 1 (Players dealt combat damage by this creature also get a poison counter.)</p> <p>Skrelv can't block.</p> <p>{W/P}, {T}: Choose a color. Another target creature you control gains toxic 1 and hexproof from that color until end of turn. It can't be blocked by creatures of that color this turn. ({W/P} can be paid with either {W} or 2 life.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                |

Playtest cards - R3tr0sp3ct - Duel Commander (Duel Commander League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 9/13 - 8 cards - 2.5 x 3.5 in each

## Skyclave Apparition 1WW

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Mountain

## Basic Snow Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

## Basic Snow Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

Basic Snow Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

## Basic Snow Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

## Basic Snow Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Plains

## Basic Snow Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sokenzan, Crucible of Defiance

Legendary Land

{T}: Add {R}.  
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Squee, Dubious Monarch</b> (2)(R)<br>Legendary Creature -- Goblin Noble<br>Haste<br>Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.<br>You may cast this card from your graveyard by paying {3}{R} and exiling four other cards from your graveyard rather than paying its mana cost.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sunbaked Canyon</b><br>Land<br>{T}, Pay 1 life: Add {R} or {W}.<br>{1}, {T}, Sacrifice this land: Draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                               |
| <b>Sundown Pass</b><br>Land<br>This land enters tapped unless you control two or more other lands.<br>{T}: Add {R} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                     | <b>Swift Reconfiguration</b> (W)<br>Enchantment -- Aura<br>Flash<br>Enchant creature or Vehicle<br>Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | <b>Swords to Plowshares</b> (W)<br>Instant<br>Exile target creature. Its controller gains life equal to its power.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                              | <b>Tajic, Legion's Edge</b> (1)(R)(W)<br>Legendary Creature -- Human Soldier<br>Haste<br>Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.)<br>Prevent all noncombat damage that would be dealt to other creatures you control.<br>{R}{W}: Tajic gains first strike until end of turn.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - R3tr0sp3ct - Duel Commander (Duel Commander League)

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horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 11/13 - 8 cards - 2.5 x 3.5 in each

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| <b>Thalia, Guardian of Thraben</b> ①②W<br><hr/> Legendary Creature -- Human Soldier<br><hr/> First strike<br>Noncreature spells cost {1} more to cast.<br><div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Thalia, Heretic Cathar</b> ②②W<br><hr/> Legendary Creature -- Human Soldier<br><hr/> First strike<br>Creatures and nonbasic lands your opponents control enter tapped.<br><div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <b>The Spear of Leonidas</b> ②②R<br><hr/> Legendary Artifact -- Equipment<br><hr/> Whenever equipped creature attacks, choose one --<br>* Bull Rush -- It gains double strike until end of turn.<br>* Summon -- Create Phobos, a legendary 3/2 red Horse creature token.<br>* Revelation -- Discard two cards, then draw two cards.<br>Equip {2}<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Urza's Saga</b><br><hr/> Enchantment Land -- Urza's Saga<br><hr/> (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br>I -- This Saga gains "{T}: Add {C}."<br>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Volcanic Island</b><br><hr/> Land -- Island Mountain<br><hr/> ({T}: Add {U} or {R}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               | <b>White Plume Adventurer</b> ②②W<br><hr/> Creature -- Orc Cleric<br><hr/> When this creature enters, you take the initiative.<br>At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Windswept Heath</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                  | <b>Winota, Joiner of Forces</b> ②②R②W<br><hr/> Legendary Creature -- Human Warrior<br><hr/> Whenever a non-Human creature you control attacks, look at the top six cards of your library. You may put a Human creature card from among them onto the battlefield tapped and attacking. It gains indestructible until end of turn. Put the rest of the cards on the bottom of your library in a random order.<br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              |

Playtest cards - R3tr0sp3ct - Duel Commander (Duel Commander League)

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

## Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Zurgo Bellstriker** 

Legendary Creature -- Orc Warrior

Zurgo can't block creatures with power 2 or greater.

Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kraum, Ludevic's Opus (3UR)

Legendary Creature -- Zombie Horror

Flying, haste  
Whenever an opponent casts their second spell each turn, draw a card.  
Partner (You can have two commanders if both have partner.)

[sideboard]

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Yoshimaru, Ever Faithful (W)

Legendary Creature -- Dog

Whenever another legendary permanent you control enters, put a +1/+1 counter on Yoshimaru.

Partner (You can have two commanders if both have partner.)

[sideboard]

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