

Adeline, Resplendent Cathar 1WW Legendary Creature -- Human Knight Vigilance Adeline's power is equal to the number of creatures you control. 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. * / 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani, Nacatl Pariah 1W Legendary Creature -- Cat Warrior When Ajani enters, create a 2/1 white Cat Warrior creature token. 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. 1 / 2 BACK FACE Ajani, Nacatl Avenger Legendary Planeswalker -- Ajani [+2]: Put a +1/+1 counter on each Cat you control. [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. [-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anim Pakal, Thousandth Moon 1RW Legendary Creature -- Human Soldier 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. 1 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arabella, Abandoned Doll RW Legendary Artifact Creature -- Toy Whenever Arabella attacks, it deals X damage to each opponent and you gain X life, where X is the number of creatures you control with power 2 or less. 1 / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arbaaz Mir RW Legendary Creature -- Human Assassin 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.) 2 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash, Party Crasher RW Legendary Creature -- Human Peasant Haste Celebration -- Whenever Ash attacks, if two or more nonland permanents entered the battlefield under your control this turn, put a +1/+1 counter on Ash. 2 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boromir, Warden of the Tower 2W Legendary Creature -- Human Soldier Vigilance Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broadside Bombardiers 2R Creature -- Goblin Pirate Menace, haste 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain Lightning R Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloud, Midgar Mercenary W Legendary Creature -- Human Soldier Mercenary When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle. As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command Beacon Land {T}: Add {C}. {T}, Sacrifice this land: Put your commander into your hand from the command zone. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Detective's Phoenix 2R Enchantment Creature -- Phoenix Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo Castle Legendary Land {T}: Add {W}. {W}, {T}: Prevent the next 2 damage that would be dealt to target legendary creature this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eiganjo, Seat of the Empire Legendary Land {T}: Add {W}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elegant Parlor Land -- Mountain Plains ({T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Embercleave 4RR Legendary Artifact -- Equipment Flash This spell costs {1} less to cast for each attacking creature you control. When Embercleave enters, attach it to target creature you control. Equipped creature gets +1/+1 and has double strike and trample. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enlightened Tutor W Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feldon, Ronom Excavator 1R Legendary Creature -- Human Artificer Haste Feldon can't block. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flagstones of Trokair Legendary Land {T}: Add {W}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flame Slash Sorcery Flame Slash deals 4 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flowering of the White Tree Legendary Enchantment Legendary creatures you control get +2/+1 and have ward {1}. Nonlegendary creatures you control get +1/+1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forth Eorlingas! Sorcery Create X 2/2 red Human Knight creature tokens with trample and haste. Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fury Creature -- Elemental Incarnation Double strike When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Lost Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghostfire Slice Instant Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent. Ghostfire Slice deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goblin Bombardment (1)(R) Enchantment Sacrifice a creature: This enchantment deals 1 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hammerheim Legendary Land {T}: Add {R}. {T}: Target creature loses all landwalk abilities until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Headliner Scarlett (3)(R) Legendary Creature -- Human Warlock Haste When Headliner Scarlett enters, creatures target player controls can't block this turn. 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inti, Seneschal of the Sun (1)(R) Legendary Creature -- Human Knight 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. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kari Zev, Skyship Raider (1)(R) Legendary Creature -- Human Pirate First strike, menace 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laelia, the Blade Reforged (2)(R) Legendary Creature -- Spirit Warrior Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning, Army of One (1)(R)(W) Legendary Creature -- Human Soldier First strike, trample, lifelink Stagger -- Whenever Lightning deals combat damage to a player, until your next turn, if a source would deal damage to that player or a permanent that player controls, it deals double that damage instead. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Haste
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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Nonbasic lands are Mountains.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(R) (W)

Haste
Merry has first strike as long as
it's equipped.
Whenever you attack with Merry and
another legendary creature, draw a
card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

Minas Tirith enters tapped unless you control a legendary creature. {T}: Add {W}. {1}{W}, {T}: Draw a card. Activate only if you attacked with two or more creatures this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

Mines of Moria enters tapped unless you control a legendary creature.
{T}: Add {R}.
{3}{R}, {T}, Exile three cards from your graveyard: Create two Treasure tokens.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{T}: Target creature you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ocelot Pride (W) Creature -- Cat First strike, lifelink Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oust (W) Sorcery Put target creature into its owner's library second from the top. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Parallax Wave (2)(W)(W) Enchantment 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.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phelia, Exuberant Shepherd (1)(W) Legendary Creature -- Dog Flash Whenever Phelia attacks, exile up to one other target nonland permanent. 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Phlage, Titan of Fire's Fury (1)(R)(W) Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape-- $\{R\}\{R\}\{W\}\{W\}$, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plateau Land -- Mountain Plains $\{\{T\}\}$: Add $\{R\}$ or $\{W\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plaza of Heroes Land $\{T\}$: Add $\{C\}$. $\{T\}$: Add one mana of any color. Spend this mana only to cast a legendary spell. $\{T\}$: Add one mana of any color among legendary permanents you control. $\{3\}$, $\{T\}$, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pre-War Formalwear (2)(W) Artifact -- Equipment When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it. Equipped creature gets +2/+2 and has vigilance. Equip $\{3\}$ PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyrogoyf 3R Creature -- Lhurgoyf 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. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyrokinesis 4RR Instant You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reverent Mantra 3W Instant You may exile a white card from your hand rather than pay this spell's mana cost. Choose a color. All creatures gain protection from the chosen color until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sacred Foundry Land -- Mountain Plains {T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Samwise the Stouthearted 1W Legendary Creature -- Halfling Peasant Flash 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Screaming Nemesis 2R Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Senu, Keen-Eyed Protector ①② Legendary Creature -- Bird Scout Flying, vigilance {T}, Exile Senu: You gain 2 life and scry 2. When a legendary creature you control attacks and isn't blocked, if this card is exiled, put it onto the battlefield attacking. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowspear ① Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts ①② Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shinka, the Bloodsoaked Keep Legendary Land {T}: Add {R}. {R}, {T}: Target legendary creature gains first strike until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skrelv, Defector Mite ② Legendary Artifact Creature -- Phyrexian Mite Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Skrelv can't block. {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullclamp ① Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Apparition ①②② 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}: 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

Solitude

③ W W

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squee, Dubious Monarch (2)(R)

Legendary Creature -- Goblin Noble

Haste
Whenever Squee attacks, create a 1/1 red Goblin creature token that's tapped and attacking.
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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Static Prison W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbaked Canyon Land {T}, Pay 1 life: Add {R} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbellow Verge Land {T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sundering Eruption 2R Sorcery Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sundown Pass Land This land enters tapped unless you control two or more other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swift Reconfiguration W Enchantment -- Aura Flash Enchant creature or Vehicle 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Synth Eradicator 2R Artifact Creature -- Synth Soldier Haste Whenever this creature attacks, exile the top card of your library. You may get {E}{E} (two energy counters). If you don't, you may play that card this turn. {T}, Pay {E}{E}{E}: This creature deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tajic, Legion's Edge (1)(R)(W) Legendary Creature -- Human Soldier Haste Mentor (Whenever this creature attacks, put a +1/+1 counter on target attacking creature with lesser power.) Prevent all noncombat damage that would be dealt to other creatures you control. {R}{W}: Tajic gains first strike until end of turn. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tersa Lightshatter (2)(R) Legendary Creature -- Orc Wizard Haste When Tersa Lightshatter enters, discard up to two cards, then draw that many cards. Whenever Tersa Lightshatter attacks, if there are seven or more cards in your graveyard, exile a card at random from your graveyard. You may play that card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Guardian of Thraben (1)(W) Legendary Creature -- Human Soldier First strike Noncreature spells cost {1} more to cast. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thalia, Heretic Cathar (2)(W) Legendary Creature -- Human Soldier First strike Creatures and nonbasic lands your opponents control enter tapped. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Urdnan, Dromoka Warrior (1)(W) Legendary Creature -- Human Warrior When Urdnan enters, put a +1/+1 counter on target creature. Whenever you attack, target attacking creature with a +1/+1 counter on it gains first strike until end of turn. If that creature has two or more +1/+1 counters on it, it gains double strike until end of turn instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." 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.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch Enchanter

Card

----- OTHER FACE -----

Witch Enchanter

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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 PLAYbotbox.dev

Bruse Tarl, Boorish Herder (2)(R)(W)

Legendary Creature -- Human Ally

Whenever Bruse Tarl enters or attacks, target creature you control gains double strike and lifelink until end of turn.
Partner (You can have two commanders if both have partner.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - nesser123 - Duel Commander (Duel Commander League)

sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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.