Accursed Marauder {1}{B}

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Amonkhet Raceway

Land

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{T}: Add {C}.
Max speed -- {T}: Target creature gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blitzball {3}

Artifact

{T}: Add one mana of any color.
GOOOOAAAALLL! -- {T}, Sacrifice this artifact: Draw two cards. Activate only if an opponent was dealt combat damage by a legendary creature this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bonders' Enclave

Land

{T}: Add {C}.
{3}, {T}: Draw a card. Activate only if you control a creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Braids, Cabal Minion {2}{B}{B}

Legendary Creature -- Human Minion

At the beginning of each player's upkeep, that player sacrifices an artifact, creature, or land of their choice.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Buried Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Return target artifact card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Coffers

Land

{2}, {T}: Add {B} for each Swamp you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cliffhaven Kitesail {1}

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. Equipped creature has flying.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commander's Plate {1}

Artifact -- Equipment

Equipped creature gets +3/+3 and has protection from each color that's not in your commander's color identity.
Equip commander {3}
Equip {5}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crypt Ghast {3}{B}

Creature -- Spirit

Extort (Whenever you cast a spell, you may pay {W/B}. If you do, each opponent loses 1 life and you gain that much life.)
Whenever you tap a Swamp for mana, add an additional {B}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defile {B}

Instant

Target creature gets -1/-1 until end of turn for each Swamp you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demolition Field

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demon's Disciple {2}{B}

Creature -- Human Cleric

When this creature enters, each player sacrifices a creature or planeswalker of their choice.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feign Death {B}

Instant

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fleshbag Marauder {2}{B}

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a creature of their choice.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Force of Despair {1}{B}{B}

Instant

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaius van Baelsar {2}{B}{B}

Legendary Creature -- Human Soldier

When Gaius van Baelsar enters, choose one --
* Each player sacrifices a creature token of their choice.
* Each player sacrifices a nontoken creature of their choice.
* Each player sacrifices an enchantment of their choice.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Ghost Quarter

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Pinions {2}

Artifact -- Equipment

When this Equipment enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Equipped creature has flying.
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gix, Yawgmoth Praetor {1}{B}{B}

Legendary Creature -- Phyrexian Praetor

Whenever a creature deals combat damage to one of your opponents, its controller may pay 1 life. If they do, they draw a card.
{4}{B}{B}{B}, Discard X cards: Exile the top X cards of target opponent's library. You may play lands and cast spells from among cards exiled this way without paying their mana costs.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imp's Mischief {1}{B}

Instant

Change the target of target spell with a single target. You lose life equal to that spell's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infiltration Lens {1}

Artifact -- Equipment

Whenever equipped creature becomes blocked by a creature, you may draw two cards.
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Jecht, Reluctant Guardian {3}{B}

Legendary Creature -- Human Warrior

Menace
Whenever Jecht deals combat damage to a player, you may exile it, then return it to the battlefield transformed under its owner's control.

4/3

- - - BACK FACE - - -

Braska's Final Aeon

Legendary Enchantment Creature -- Saga Nightmare

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I, II -- Jecht Beam -- Each opponent discards a card and you draw a card.
III -- Ultimate Jecht Shot -- Each opponent sacrifices two creatures of their choice.
Menace

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kain, Traitorous Dragoon {2}{B}

Legendary Creature -- Human Knight

Jump -- During your turn, Kain has flying.
Whenever Kain deals combat damage to a player, that player gains control of Kain. If they do, you draw that many cards, create that many tapped Treasure tokens, then lose that much life.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya's Ghostform {B}

Enchantment -- Aura

Enchant creature or planeswalker you control
When enchanted permanent dies or is put into exile, return that card to the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Killing Wave {X}{B}

Sorcery

For each creature, its controller sacrifices it unless they pay X life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Languish {2}{B}{B}

Sorcery

All creatures get -4/-4 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Axe {4}

Artifact -- Equipment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Equipped creature gets +1/+1 and has double strike and trample.
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loxodon Warhammer {3}

Artifact -- Equipment

Equipped creature gets +3/+0 and has trample and lifelink.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mandate of Abaddon {3}{B}

Sorcery

Choose target creature you control. Destroy all creatures with power less than that creature's power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Alucard19 - Duel Commander (CHAMPIONNAT RÉGIONAL : CHAMPAGNE ADRENNES) sheet 4/13 - 8 cards - 2.5 x 3.5 in each

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Mask of Griselbrand {1}{B}{B}

Legendary Artifact -- Equipment

Equipped creature has flying and lifelink.
Whenever equipped creature dies, you may pay X life, where X is its power. If you do, draw X cards.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mask of Memory {2}

Artifact -- Equipment

Whenever equipped creature deals combat damage to a player, you may draw two cards. If you do, discard a card.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre Girl {3}{B}{B}

Legendary Creature -- Human Assassin

Menace
When Massacre Girl enters, each other creature gets -1/-1 until end of turn. Whenever a creature dies this turn, each creature other than Massacre Girl gets -1/-1 until end of turn.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Merciless Executioner {2}{B}

Creature -- Orc Warrior

When this creature enters, each player sacrifices a creature of their choice.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morbid Opportunist {2}{B}

Creature -- Human Rogue

Whenever one or more other creatures die, draw a card. This ability triggers only once each turn.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muraganda Raceway

Land

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
{T}: Add {C}.
Max speed -- {T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myriad Landscape

Land

This land enters tapped.
{T}: Add {C}.
{2}, {T}, Sacrifice this land: Search your library for up to two basic land cards that share a land type, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necrodominance {B}{B}{B}

Legendary Enchantment

Skip your draw step.
At the beginning of your end step, you may pay any amount of life. If you do, draw that many cards.
Your maximum hand size is five.
If a card or token would be put into your graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Not Dead After All {B}

Instant

Until end of turn, target creature you control gains "When this creature dies, return it to the battlefield tapped under its owner's control, then create a Wicked Role token attached to it." (Enchanted creature gets +1/+1. When this token is put into a graveyard, each opponent loses 1 life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcish Bowmasters {1}{B}

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pact Weapon {3}{B}

Artifact -- Equipment

As long as this Equipment is attached to a creature, you don't lose the game for having 0 or less life.
Whenever equipped creature attacks, draw a card and reveal it. The creature gets +X/+X until end of turn and you lose X life, where X is that card's mana value.
Equip--Discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestilence {2}{B}{B}

Enchantment

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.
{B}: This enchantment deals 1 damage to each creature and each player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Obliterator {B}{B}{B}{B}

Creature -- Phyrexian Horror

Trample
Whenever a source deals damage to this creature, that source's controller sacrifices that many permanents of their choice.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaguecrafter {2}{B}

Creature -- Human Shaman

When this creature enters, each player sacrifices a creature or planeswalker of their choice. Each player who can't discards a card.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rankle, Master of Pranks {2}{B}{B}

Legendary Creature -- Faerie Rogue

Flying, haste
Whenever Rankle deals combat damage to a player, choose any number --
* Each player discards a card.
* Each player loses 1 life and draws a card.
* Each player sacrifices a creature of their choice.

3/3

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

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Sheoldred's Edict {1}{B}

Instant

Choose one --
* Each opponent sacrifices a nontoken creature of their choice.
* Each opponent sacrifices a creature token of their choice.
* Each opponent sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shredder's Revenge {2}{B}

Sorcery

Choose one --
* Target player discards two cards.
* Target player draws two cards and loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sinkhole {B}{B}

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smoke Bomb {3}

Artifact

Flash
All creatures have shroud. (They can't be the targets of spells or abilities.)
At the beginning of your upkeep, sacrifice this artifact. When you do, target creature you control can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solemn Simulacrum {4}

Artifact Creature -- Golem

When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.
When this creature dies, you may draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sonic Screwdriver {3}

Artifact

{T}: Add one mana of any color.
{1}, {T}: Untap another target artifact.
{2}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{3}, {T}: Target creature can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Shatter {2}{B}

Instant

Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spymaster's Vault

Land

This land enters tapped unless you control a Swamp.
{T}: Add {B}.
{B}, {T}: Target creature you control connives X, where X is the number of creatures that died this turn. (Draw X cards, then discard X cards. Put a +1/+1 counter on that creature for each nonland card discarded this way.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Super Shredder {1}{B}

Legendary Creature -- Mutant Ninja Human

Menace
Whenever another permanent leaves the battlefield, put a +1/+1 counter on Super Shredder.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {B}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swiftfoot Boots (2)

Artifact -- Equipment

Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sword of Fire and Ice {3}

Artifact -- Equipment

Equipped creature gets +2/+2 and has protection from red and from blue.
Whenever equipped creature deals combat damage to a player, this Equipment deals 2 damage to any target and you draw a card.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of the Animist {2}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1.
Whenever equipped creature attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tarrian's Soulcleaver {1}

Legendary Artifact -- Equipment

Equipped creature has vigilance.
Whenever another artifact or creature is put into a graveyard from the battlefield, put a +1/+1 counter on equipped creature.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tectonic Edge

Land

{T}: Add {C}.
{1}, {T}, Sacrifice this land: Destroy target nonbasic land.
Activate only if an opponent controls four or more lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Speed Demon {3}{B}{B}

Legendary Creature -- Demon

Flying, trample
Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)
At the beginning of your end step, you draw X cards and lose X life, where X is your speed.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tithing Blade {1}{B}

Artifact

When this artifact enters, each opponent sacrifices a creature of their choice.
Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)

- - - BACK FACE - - -

Consuming Sepulcher

Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxic Deluge {2}{B}

Sorcery

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tragic Slip {B}

Instant

Target creature gets -1/-1 until end of turn.
Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trailblazer's Boots {2}

Artifact -- Equipment

Equipped creature has nonbasic landwalk. (It can't be blocked as long as defending player controls a nonbasic land.)
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undying Malice {B}

Instant

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vincent Valentine {2}{B}{B}

Legendary Creature -- Assassin

Whenever a creature an opponent controls dies, put a number of +1/+1 counters on Vincent Valentine equal to that creature's power.
Whenever Vincent Valentine attacks, you may transform it.

2/2

- - - BACK FACE - - -

Galian Beast

Legendary Creature -- Werewolf Beast

Trample, lifelink
When Galian Beast dies, return it to the battlefield tapped (front face up).

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volatile Fault

Land -- Cave

{T}: Add {C}.
{1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vona's Hunger {2}{B}

Instant

Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)
Each opponent sacrifices a creature of their choice. If you have the city's blessing, instead each opponent sacrifices half the creatures they control of their choice, rounded up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wedding Invitation {2}

Artifact

When this artifact enters, draw a card.
{T}, Sacrifice this artifact: Target creature can't be blocked this turn. If it's a Vampire, it also gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Wrecking Ball Arm {2}

Legendary Artifact -- Equipment

Equipped creature has base power and toughness 7/7 and can't be blocked by creatures with power 2 or less.
Equip legendary creature {3}
Equip {7}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yahenni's Expertise {2}{B}{B}

Sorcery

All creatures get -3/-3 until end of turn.
You may cast a spell with mana value 3 or less from your hand without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zenos yae Galvus {3}{B}{B}

Legendary Creature -- Human Noble Warrior

My First Friend -- When Zenos yae Galvus enters, choose a creature an opponent controls. Until end of turn, creatures other than Zenos yae Galvus and the chosen creature get -2/-2.
When the chosen creature leaves the battlefield, transform Zenos yae Galvus.

4/4

- - - BACK FACE - - -

Shinryu, Transcendent Rival

Legendary Creature -- Dragon

Flying
As this creature transforms into Shinryu, choose an opponent.
Burning Chains -- When the chosen player loses the game, you win the game.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zero Point Ballad {X}{B}

Sorcery

Destroy all creatures with toughness X or less. You lose X life. If X is 6 or more, return a creature card put into a graveyard this way to the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Alucard19 - Duel Commander (CHAMPIONNAT RÉGIONAL : CHAMPAGNE ADRENNES) 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.