Abundant Countryside

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell.
{6}, {T}: Create a 1/1 colorless Shapeshifter creature token with changeling. (It's every creature type.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Aether Vial {1}

Artifact

At the beginning of your upkeep, you may put a charge counter on this artifact.
{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani's Welcome {W}

Enchantment

Whenever a creature you control enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alseid of Life's Bounty {W}

Enchantment Creature -- Nymph

Lifelink
{1}, Sacrifice this creature: Target creature or enchantment you control gains protection from the color of your choice until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Animate Dead {1}{B}

Enchantment -- Aura

Enchant creature card in a graveyard
When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it.
Enchanted creature gets -1/-0.

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

Auriok Champion {W}{W}

Creature -- Human Cleric

Protection from black and from red
Whenever another creature enters, you may gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bartolomé del Presidio {W}{B}

Legendary Creature -- Vampire Knight

Sacrifice another creature or artifact: Put a +1/+1 counter on Bartolomé del Presidio.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitterbloom Bearer {B}{B}

Creature -- Faerie Rogue

Flash
Flying
At the beginning of your upkeep, you lose 1 life and create a 1/1 blue and black Faerie creature token with flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bleachbone Verge

Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Artist {1}{B}

Creature -- Vampire

Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brightclimb Pathway

Card

- - - OTHER FACE - - -

Brightclimb Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carrion Feeder {B}

Creature -- Zombie

This creature can't block.
Sacrifice a creature: Put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Uneaten Feast {W}

Enchantment -- Case

Whenever a creature you control enters, you gain 1 life.
To solve -- You've gained 5 or more life this turn. (If unsolved, solve at the beginning of your end step.)
Solved -- Sacrifice this Case: Creature cards in your graveyard gain "You may cast this card from your graveyard" until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cathar Commando {1}{W}

Creature -- Human Soldier

Flash
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Caustic Bronco {1}{B}

Creature -- Snake Horse Mount

Whenever this creature attacks, reveal the top card of your library and put it into your hand. You lose life equal to that card's mana value if this creature isn't saddled. Otherwise, each opponent loses that much life.
Saddle 3 (Tap any number of other creatures you control with total power 3 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Caves of Koilos

Land

{T}: Add {C}.
{T}: Add {W} or {B}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cling to Dust {B}

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.
Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Celebrant {W}{B}

Creature -- Vampire

Whenever this creature or another creature or planeswalker you control dies, each opponent loses 1 life and you gain 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dalkovan Encampment

Land

This land enters tapped unless you control a Swamp or a Mountain.
{T}: Add {W}.
{2}{W}, {T}: Whenever you attack this turn, create two 1/1 red Warrior creature tokens that are tapped and attacking. Sacrifice them at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Confidant {1}{B}

Creature -- Human Wizard

At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Daxos, Blessed by the Sun {W}{W}

Legendary Enchantment Creature -- Demigod

Daxos's toughness is equal to your devotion to white. (Each {W} in the mana costs of permanents you control counts toward your devotion to white.)
Whenever another creature you control enters or dies, you gain 1 life.

2/*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep-Cavern Bat {1}{B}

Creature -- Bat

Flying, lifelink
When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Tutor {1}{B}

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dewdrop Cure {2}{W}

Sorcery

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)
Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismember {1}{BP}{BP}

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of 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

Elas il-Kor, Sadistic Pilgrim {W}{B}

Legendary Creature -- Phyrexian Kor Cleric

Deathtouch
Whenever another creature you control enters, you gain 1 life.
Whenever another creature you control dies, each opponent loses 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emperor of Bones {1}{B}

Creature -- Skeleton Noble

At the beginning of combat on your turn, exile up to one target card from a graveyard.
{1}{B}: Adapt 2.
Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fatal Push {B}

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fetid Heath

Land

{T}: Add {C}.
{W/B}, {T}: Add {W}{W}, {W}{B}, or {B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Malice {2}{B}{B}

Instant

You may sacrifice a nontoken black creature rather than pay this spell's mana cost.
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

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 PLAY botbox.dev

Ghost Vacuum {1}

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giver of Runes {W}

Creature -- Kor Cleric

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Arashin City

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {B}.
{1}{B}, {T}, Exile a creature card from your graveyard: Create a 1/1 white Spirit creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Guide of Souls {W}

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter).
Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Sanctifier {W}

Creature -- Rabbit Cleric

Whenever another creature you control enters, you gain 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hope of Ghirapur {1}

Legendary Artifact Creature -- Thopter

Flying
Sacrifice Hope of Ghirapur: Until your next turn, target player who was dealt combat damage by Hope of Ghirapur this turn can't cast noncreature spells.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jolted Awake {W}

Sorcery

Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karlov of the Ghost Council {W}{B}

Legendary Creature -- Spirit Advisor

Whenever you gain life, put two +1/+1 counters on Karlov.
{W}{B}, Remove six +1/+1 counters from Karlov: Exile target creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lazotep Quarry

Land -- Desert

{T}: Add {C}.
{T}, Sacrifice a creature: Add one mana of any color.
{X}{2}, {T}, Sacrifice a Desert: Exile target creature card with mana value X from your graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Leonardo's Technique {3}{W}

Sorcery

Sneak {1}{W} (You may cast this spell for {1}{W} if you also return an unblocked attacker you control to hand during the declare blockers step.)
Return one or two target creature cards each with mana value 3 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lunarch Veteran {W}

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life.
Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

1/1

- - - BACK FACE - - -

Luminous Phantom

Creature -- Spirit Cleric

Flying
Whenever another creature you control leaves the battlefield, you gain 1 life.
If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mai, Scornful Striker {1}{B}

Legendary Creature -- Human Noble Ally

First strike
Whenever a player casts a noncreature spell, they lose 2 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marionette Apprentice {1}{B}

Creature -- Human Artificer

Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.)
Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

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

Mother of Runes {W}

Creature -- Human Cleric

{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

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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

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

Plains

Basic Land -- Plains

({T}: Add {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

Polluted Delta

Land

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

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

Raise the Past {2}{W}{W}

Sorcery

Return all creature cards with mana value 2 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rally the Ancestors {X}{W}{W}

Instant

Return each creature card with mana value X or less from your graveyard to the battlefield. Exile those creatures at the beginning of your next upkeep. Exile Rally the Ancestors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Razorgrass Ambush {1}{W}

Instant

Razorgrass Ambush deals 3 damage to target attacking or blocking creature.

- - - BACK FACE - - -

Razorgrass Field

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return to the Ranks {X}{W}{W}

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Return X target creature cards with mana value 2 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruin-Lurker Bat {W}

Creature -- Bat

Flying, lifelink
At the beginning of your end step, if you descended this turn, scry 1. (You descended if a permanent card was put into your graveyard from anywhere.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrubland

Land -- Plains Swamp

({T}: Add {W} or {B}.)

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

Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
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

Shattered Sanctum

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts {1}{W}

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

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Shizo, Death's Storehouse

Legendary Land

{T}: Add {B}.
{B}, {T}: Target legendary creature gains fear until end of turn. (It can't be blocked except by artifact creatures and/or black creatures.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silent Clearing

Land

{T}, Pay 1 life: Add {W} or {B}.
{1}, {T}, Sacrifice this land: Draw a card.

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

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorin of House Markov

Card

- - - OTHER FACE - - -

Sorin of House Markov

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul's Attendant (W)

Creature -- Human Cleric

Whenever another creature enters, you may gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Warden (W)

Creature -- Human Cleric

Whenever another creature enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GuiBonella - Duel Commander (Duel Commander Trial 16) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Speaker of the Heavens {W}

Creature -- Human Cleric

Vigilance, lifelink (Attacking doesn't cause this creature to tap. Damage dealt by this creature also causes you to gain that much life.)
{T}: Create a 4/4 white Angel creature token with flying. Activate only if you have at least 7 life more than your starting life total and only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum {1}

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

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

Starscape Cleric {1}{B}

Creature -- Bat Cleric

Offspring {2}{B} (You may pay an additional {2}{B} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
Flying
This creature can't block.
Whenever you gain life, each opponent loses 1 life.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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

Tainted Pact {1}{B}

Instant

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Takenuma, Abandoned Mire

Legendary Land

{T}: Add {B}.
Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. 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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Talon Gates of Madara

Land -- Gate

When this land enters, up to one target creature phases out.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{4}: Put this card from your hand onto the battlefield.

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

Umbral Collar Zealot {1}{B}

Creature -- Human Cleric

Sacrifice another creature or artifact: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unearth {B}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

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Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

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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

Vengeful Bloodwitch {1}{B}

Creature -- Vampire Warlock

Whenever this creature or another creature you control dies, target opponent loses 1 life and you gain 1 life.

1/1

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Verdant Catacombs

Land

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

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.

Viscera Seer {B}

Creature -- Vampire Wizard

Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

1/1

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

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Zulaport Cutthroat {1}{B}

Creature -- Human Rogue Ally

Whenever this creature or another creature you control dies, each opponent loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Amalia Benavides Aguirre {W}{B}

Legendary Creature -- Vampire Scout

Ward--Pay 3 life.
Whenever you gain life, Amalia Benavides Aguirre explores. Then destroy all other creatures if its power is exactly 20. (To have this creature explore, 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 this creature, then put the card back or put it into your graveyard.)

[sideboard]

2/2

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Lurrus of the Dream-Den {1}{W/B}{W/B}

Legendary Creature -- Cat Nightmare

Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
Lifelink
Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - GuiBonella - Duel Commander (Duel Commander Trial 16) sheet 13/13 - 5 cards - 2.5 x 3.5 in each

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