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 Barrens

Land

{T}: Add {C}.
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badlands

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beseech the Mirror {1}{B}{B}{B}

Sorcery

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beseech the Queen {2/B}{2/B}{2/B}

Sorcery

({2/B} can be paid with any two mana or with {B}. This card's mana value is 6.)
Search your library for a card with mana value less than or equal to the number of lands you control, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazemire Verge

Land

{T}: Add {B}.
{T}: Add {R}. Activate only if you control a Swamp or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Bonus Round (1)(R)(R)

Sorcery

Until end of turn, whenever a player casts an instant or sorcery spell, that player copies it and may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Ritual (1)(B)

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collective Brutality (1)(B)

Sorcery

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)
Choose one or more --
* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
* Target creature gets -2/-2 until end of turn.
* Target opponent loses 2 life and you gain 2 life.

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

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Culling the Weak (B)

Instant

As an additional cost to cast this spell, sacrifice a creature.
Add {B}{B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Currency Converter {1}

Artifact

Whenever you discard a card, you may exile that card from your graveyard. {2}, {T}: Draw a card, then discard a card.
{T}: Put a card exiled with this artifact into its owner's graveyard. If it's a land card, create a Treasure token. If it's a nonland card, create a 2/2 black Rogue creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Petition {3}{B}{B}

Sorcery

Search your library for a card, put that card into your hand, then shuffle.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Dispute {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Counsel {1}{B}

Sorcery

Search your library for a Demon card, reveal it, put it into your hand, then shuffle.
Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle.

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

Desperate Ritual {1}{R}

Instant -- Arcane

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

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

Drannith Stinger {1}{R}

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

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Dread Fugue {B}

Sorcery

Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Ruins

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ebon Stronghold

Land

This land enters tapped.
{T}: Add {B}.
{T}, Sacrifice this land: Add {B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expedition Map {1}

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Final Fortune {R}{R}

Instant

Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flare of Duplication {1}{R}{R}

Instant

You may sacrifice a nontoken red creature rather than pay this spell's mana cost.
Copy target instant or sorcery spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flashback {R}

Instant

Target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forgotten Cave

Land

This land enters tapped.
{T}: Add {R}.
Cycling {R} ({R}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fury {3}{R}{R}

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 PLAY botbox.dev

Gamble {R}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greedy Freebooter {B}

Creature -- Human Pirate

When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grief {2}{B}{B}

Creature -- Elemental Incarnation

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoke--Exile a black card from your hand.

3/2

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Grim Tutor {1}{B}{B}

Sorcery

Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands {4}{B}

Creature -- Horror

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impulsive Pilferer {R}

Creature -- Goblin Pirate

When this creature dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Encore {3}{R} ({3}{R}, Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.)

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

Jeska's Will {2}{R}

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Add {R} for each card in target opponent's hand.
* Exile the top three cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lake of the Dead

Land

If this land would enter, sacrifice a Swamp instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add {B}.
{T}, Sacrifice a Swamp: Add {B}{B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Bloom

Artifact

Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)
{T}, Sacrifice this artifact: Add three mana of any one color.

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Lurching Rotbeast {3}{B}

Creature -- Zombie Beast

Cycling {B} ({B}, Discard this card: Draw a card.)

4/2

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

Mausoleum Secrets {1}{B}

Instant

Undergrowth -- Search your library for a black card with mana value less than or equal to the number of creature cards in your graveyard, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Bauble {0}

Artifact

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mizzix's Mastery {3}{R}

Sorcery

Exile target card that's an instant or sorcery from your graveyard. For each card exiled this way, copy it, and you may cast the copy without paying its mana cost. Exile Mizzix's Mastery.
Overload {5}{R}{R}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Carabid {3}{B}{R}

Creature -- Insect

This creature attacks each combat if able.
Cycling {B/R} ({B/R}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Necropotence {B}{B}{B}

Enchantment

Skip your draw step.
Whenever you discard a card, exile that card from your graveyard.
Pay 1 life: Exile the top card of your library face down. Put that card into your hand at the beginning of your next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oliphaunt {5}{R}

Creature -- Elephant

Trample
Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.
Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)

6/4

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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

Peat Bog

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peer into the Abyss {4}{B}{B}{B}

Sorcery

Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pentad Prism {2}

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower

Legendary Land

{T}: Add {C}.
{T}, Sacrifice a creature: Add {B}{B}.

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

Profane Tutor

Sorcery

Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)
Search your library for a card, put that card into your hand, then shuffle.

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Pyretic Ritual {1}{R}

Instant

Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Theater

Land -- Swamp Mountain

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

Rite of Flame {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rowan's Grim Search {2}{B}

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard.
You draw two cards and you lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstone Needle

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

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

Scarab Feast {B}

Instant

Exile up to three target cards from a single graveyard.
Cycling {B} ({B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song {2}{R}

Instant

Add {R}{R}{R}{R}{R}.

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Shambling Ghast {B}

Creature -- Zombie

When this creature dies, choose one --
* Target creature an opponent controls gets -1/-1 until end of turn.
* Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

Exile this card from your hand: Add {R}.

2/2

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 Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

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

Songs of the Damned {B}

Instant

Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Storm of Memories {2}{R}{R}{R}

Sorcery

Storm (When you cast this spell, copy it for each spell cast before it this turn.)
Exile an instant or sorcery card with mana value 3 or less from your graveyard at random. You may cast it without paying its mana cost. If that spell would be put into a graveyard, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormscale Scion {4}{R}{R}

Creature -- Dragon

Flying
Other Dragons you control get +1/+1.
Storm (When you cast this spell, copy it for each spell cast before it this turn. Copies become tokens.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Coinfleep - Duel Commander (Duel Commander League) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Street Wraith {3}{B}{B}

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

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

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

Tendrils of Agony {2}{B}{B}

Sorcery

Target player loses 2 life and you gain 2 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Underworld Cookbook {1}

Artifact -- Book

{T}, Discard a card: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
{4}, {T}, Sacrifice this artifact: Return target creature card from your graveyard to your hand.

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

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.

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Troll of Khazad-dûm {5}{B}

Creature -- Troll

This creature can't be blocked except by three or more creatures.
Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmask {3}{B}

Sorcery

You may exile a black card from your hand rather than pay this spell's mana cost.
Target player reveals their hand. You choose a nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg, Tomb of Yawgmoth

Legendary Land

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

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

Vault of Whispers

Artifact Land

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Viashino Sandsprinter {1}{R}{R}

Creature -- Lizard Warrior

Trample, haste
At the beginning of the end step, return this creature to its owner's hand. (Return it only if it's on the battlefield.)
Cycling {R} ({R}, Discard this card: Draw a card.)

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voldaren Epicure {R}

Creature -- Vampire

When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")

1/1

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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.

Wishclaw Talisman {1}{B}

Artifact

This artifact enters with three wish counters on it.
{1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn.

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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.

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Yawgmoth's Will {2}{B}

Sorcery

Until end of turn, you may play lands and cast spells from your graveyard.
If a card would be put into your graveyard from anywhere this turn, exile that card instead.

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Asmoranomardicadaistinaculdacar

Legendary Creature -- Human Wizard

As long as you've discarded a card this turn, you may pay {B/R} to cast this spell.
When Asmoranomardicadaistinaculdacar enters, you may search your library for a card named The Underworld Cookbook, reveal it, put it into your hand, then shuffle.
Sacrifice two Foods: Target creature deals 6 damage to itself.

[sideboard]

3/3

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Playtest cards - Coinfleep - Duel Commander (Duel Commander League) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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