

Adeline, Resplendent Cathar 1 W W 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 PLAYbotbox.dev	Ajani, Nacatl Pariah 1 W 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 PLAYbotbox.dev	Anim Pakal, Thousandth Moon 1 R W 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 PLAYbotbox.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 PLAYbotbox.dev
Baird, Argivian Recruiter R W Legendary Creature -- Human Soldier At the beginning of your end step, if you control a creature with power greater than its base power, create a 1/1 white Soldier creature token. 2 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blood Moon 2 R Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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

Bonecrusher Giant 2R Creature -- Giant Whenever this creature becomes the target of a spell, this creature deals 2 damage to that spell's controller. 4/3 Stomp 1R Instant -- Adventure Damage can't be prevented this turn. Stomp deals 2 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Brimaz, King of Oreskos 1WW Legendary Creature -- Cat Soldier Vigilance Whenever Brimaz attacks, create a 1/1 white Cat Soldier creature token with vigilance that's attacking. Whenever Brimaz blocks a creature, create a 1/1 white Cat Soldier creature token with vigilance that's blocking that creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Cathar Commando 1W Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Chaos Adventurer 3R Creature -- Human Barbarian Trample When this creature enters, you take the initiative. Whenever this creature attacks, exile the top card of your library. If you've completed a dungeon, you may play that card this turn without paying its mana cost. Otherwise, you may play that card this turn. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 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	Den of the Bugbear Land If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Magistrate 1 W Creature -- Human Wizard Your opponents can't cast spells from anywhere other than their hands. 1/3 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	Éowyn, Fearless Knight 2 R W Legendary Creature -- Human Knight Haste When Éowyn enters, exile target creature an opponent controls with greater power. Legendary creatures you control gain protection from each of that creature's colors until end of turn. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Feldon, Ronom Excavator 1 R 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	Flare of Fortitude Instant You may sacrifice a nontoken white creature rather than pay this spell's mana cost. Until end of turn, your life total can't change, and permanents you control gain hexproof and indestructible. 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	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 PLAY botbox.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 PLAY botbox.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 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	Giver of Runes 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

Headliner Scarlett 3R 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	Kari Zev, Skyship Raider 1R 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	Kassandra, Eagle Bearer 1RW Legendary Creature -- Human Assassin Warrior Haste When Kassandra enters, search your graveyard, hand, and library for a card named The Spear of Leonidas, put it onto the battlefield, then shuffle. Whenever a creature you control with a legendary Equipment attached to it deals combat damage to a player, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kytheon, Hero of Akros W Legendary Creature -- Human Soldier At end of combat, if Kytheon and at least two other creatures attacked this combat, exile Kytheon, then return him to the battlefield transformed under his owner's control. {2}{W}: Kytheon gains indestructible until end of turn. 2/1 ----- BACK FACE ----- Gideon, Battle-Forged Legendary Planeswalker -- Gideon [+2]: Up to one target creature an opponent controls attacks Gideon during its controller's next turn if able. [+1]: Until your next turn, target creature gains indestructible. Untap that creature. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laelia, the Blade Reforged 2R 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 Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lithomantic Barrage R Sorcery This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Bong0411 - Duel Commander (Duel Commander League)

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

Loyal Apprentice (1)(R) Creature -- Human Artificer 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	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. 2/2 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	Merry, Esquire of Rohan (R)(W) Legendary Creature -- Halfling Knight 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
Minas Tirith 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	Mines of Moria 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	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Monumental Henge Land This land enters tapped unless you control a Plains. {T}: Add {W}. {2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. (Artifacts, legends, and Sagas are historic.) 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	Norin, Swift Survivalist (R) Legendary Creature -- Human Coward Norin can't block. Whenever a creature you control becomes blocked, you may exile it. You may play that card from exile this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	On Thin Ice (W) Snow Enchantment -- Aura Enchant snow land you control When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Palace Jailer (2)(W)(W) Creature -- Human Soldier When this creature enters, you become the monarch. When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. 2/2 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. 2/2 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

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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	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 (3)(R) 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 (4)(R)(R) 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
Rugged Prairie Land {T}: Add {C}. {R/W}, {T}: Add {R}{R}, {R}{W}, or {W}{W}. 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	Sanctifier en-Vec (W)(W) Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. 2/2 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

Seasoned Dungeoneer (3)(W) Creature -- Human Warrior When this creature enters, you take the initiative. Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Selfless Spirit (1)(W) Creature -- Spirit Cleric Flying Sacrifice this creature: Creatures you control gain indestructible until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Senu, Keen-Eyed Protector (1)(W) 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
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 (W) 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 (1)(W)(W) 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

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Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Solitude 3WW 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 PLAYbotbox.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	Stoneforge Mystic 1 W Creature -- Kor Artificer When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield. 1/2 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	Sundering Eruption 2 R 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	Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. 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

Tajic, Legion's Edge ①②③ 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	Thalia, Guardian of Thraben ①④ 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 ②④ 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	The Spear of Leonidas ②③ Legendary Artifact -- Equipment Whenever equipped creature attacks, choose one -- * Bull Rush -- It gains double strike until end of turn. * Summon -- Create Phobos, a legendary 3/2 red Horse creature token. * Revelation -- Discard two cards, then draw two cards. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Umezawa's Jitte ② Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} 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	White Plume Adventurer ②④ Creature -- Orc Cleric When this creature enters, you take the initiative. At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead. 3/3 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zurgo Bellstriker

®

Legendary Creature -- Orc Warrior

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

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

2 R W

Legendary Creature -- Human Ally

Whenever Bruise 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 PLAY botbox.dev

Yoshimaru, Ever Faithful (W)

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 PLAY botbox.dev