

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Legendary Creature -- Cat Warrior

1/2

BACK FACE

Legendary Planeswalker -- Ajani

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Legendary Artifact Creature -- Toy

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Legendary Creature -- Human Assassin

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Legendary Creature -- Human Peasant

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Legendary Creature -- Human Soldier

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Blood Moon

②R

Enchantment

Nonbasic lands are Mountains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Broadside Bombardiers (2) (R)

②③

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

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Cathar Commando

①②

Creature -- Human Soldier

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

3/1

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Chain Lightning

®

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

Clifftop Retreat

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT 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

Containment Priest

① W

Creature -- Human Cleric

Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.

2/2

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 PLAYbotbox.dev	Detective's Phoenix 2R Enchantment Creature -- Phoenix Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Enlightened Tutor W Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fable of the Mirror-Breaker 2R Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Feldon, Ronom Excavator 1R Legendary Creature -- Human Artificer Haste Feldon can't block. Whenever Feldon is dealt damage, exile that many cards from the top of your library. Choose one of them. Until the end of your next turn, you may play that card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

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.

sheet 3/13 - 8 cards - 2.5 x 3.5 in each

Galvanic Discharge (R) Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostfire Slice (2)(R) Instant Devoid (This card has no color.) This spell costs {2} less to cast if an opponent controls a multicolored permanent. Ghostfire Slice deals 4 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hammerheim Legendary Land {T}: Add {R}. {T}: Target creature loses all landwalk abilities until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Headliner Scarlett (3)(R) Legendary Creature -- Human Warlock Haste When Headliner Scarlett enters, creatures target player controls can't block this turn. At the beginning of your upkeep, exile the top card of your library face down. You may look at and play that card this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Inspiring Vantage Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inti, Seneschal of the Sun (1)(R) Legendary Creature -- Human Knight Whenever you attack, you may discard a card. When you do, put a +1/+1 counter on target attacking creature. It gains trample until end of turn. Whenever you discard one or more cards, exile the top card of your library. You may play that card until your next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kari Zev, Skyship Raider (1)(R) Legendary Creature -- Human Pirate First strike, menace Whenever Kari Zev attacks, create Ragavan, a legendary 2/1 red Monkey creature token. Ragavan enters tapped and attacking. Exile that token at end of combat. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Laelia, the Blade Reforged (2)(R) Legendary Creature -- Spirit Warrior Haste Whenever Laelia attacks, exile the top card of your library. You may play that card this turn. Whenever one or more cards are put into exile from your library and/or your graveyard, put a +1/+1 counter on Laelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Lightning Bolt (R) Instant Lightning Bolt deals 3 damage to any target. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Mabel, Heir to Cragflame (1)(R)(W) Legendary Creature -- Mouse Soldier Other Mice you control get +1/+1. When Mabel enters, create Cragflame, a legendary colorless Equipment artifact token with "Equipped creature gets +1/+1 and has vigilance, trample, and haste" and equip {2}. 3/3 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
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	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

Needleverge Pathway Card ----- OTHER FACE ----- Needleverge Pathway Card 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	Parallax Wave (2)(W)(W) Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Phelia, Exuberant Shepherd (1)(W) Legendary Creature -- Dog Flash Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phlage, Titan of Fire's Fury (1)(R)(W) Legendary Creature -- Elder Giant When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plateau Land -- Mountain Plains ({T}: Add {R} or {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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sheet 7/13 - 8 cards - 2.5 x 3.5 in each

Pre-War Formalwear 2 W Artifact -- Equipment When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it. Equipped creature gets +2/+2 and has vigilance. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyrogoyf 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
Reverent Mantra 3 W Instant You may exile a white card from your hand rather than pay this spell's mana cost. Choose a color. All creatures gain protection from the chosen color until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Samwise the Stouthearted 1 W Legendary Creature -- Halfling Peasant Flash When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Screaming Nemesis Creature -- Spirit Haste Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seasoned Dungeoneer 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	Senu, Keen-Eyed Protector 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 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} 1 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. 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullclamp Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skyclave Apparition 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

Smuggler's Copter② Artifact -- Vehicle Flying Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 3/3 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 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	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Basic Snow Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

③ W W

Creature -- Elemental Incarnation

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Legendary Creature -- Goblin Noble

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

W

Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Sorcery

- - - BACK FACE - - -

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R R

Creature -- Elemental Cat

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

sheet 11/13 - 8 cards - 2.5 x 3.5 in each

W

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

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W

Whenever a source you control deals noncombat damage to a creature equal to that creature's toughness, draw a card.

{X}, {T}: If a source you control would deal noncombat damage to a permanent or player this turn, it deals that much damage plus X instead.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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First strike
Noncreature spells cost {1} more to
cast.
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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③ W

First strike
Creatures and nonbasic lands your
opponents control enter tapped.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When Urdian enters, put a +1/+1 counter on target creature. Whenever you attack, target attacking creature with a +1/+1 counter on it gains first strike until end of turn. If that creature has two or more +1/+1 counters on it, it gains double strike until end of turn instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

② ③ W

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 PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bruse Tarl, Boorish Herder 2RW Legendary Creature -- Human Ally Whenever Bruse Tarl enters or attacks, target creature you control gains double strike and lifelink until end of turn. Partner (You can have two commanders if both have partner.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yoshimaru, Ever Faithful W Legendary Creature -- Dog Whenever another legendary permanent you control enters, put a +1/+1 counter on Yoshimaru. Partner (You can have two commanders if both have partner.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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