Akroma's Will {3}{W}

Instant

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Creatures you control gain flying, vigilance, and double strike until end of turn.
* Creatures you control gain lifelink, indestructible, and protection from each color until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Amulet of Vigor {1}

Artifact

Whenever a permanent you control enters tapped, untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archaeomancer's Map {2}{W}

Artifact

When this artifact enters, search your library for up to two basic Plains cards, reveal them, put them into your hand, then shuffle.
Whenever a land an opponent controls enters, if that player controls more lands than you, you may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archon of Coronation {4}{W}{W}

Creature -- Archon

Flying
When this creature enters, you become the monarch.
As long as you're the monarch, damage doesn't cause you to lose life. (When a creature deals combat damage to you, its controller still becomes the monarch.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armory Automaton {3}

Artifact Creature -- Construct

Whenever this creature enters or attacks, you may attach any number of target Equipment to it. (Control of the Equipment doesn't change.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Auron, Venerated Guardian {3}{W}

Legendary Creature -- Human Spirit Samurai

Vigilance
Shooting Star -- Whenever Auron attacks, put a +1/+1 counter on it. When you do, exile target creature defending player controls with power less than Auron's power until Auron leaves the battlefield.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Austere Command {4}{W}{W}

Sorcery

Choose two --
* Destroy all artifacts.
* Destroy all enchantments.
* Destroy all creatures with mana value 3 or less.
* Destroy all creatures with mana value 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ploff - Duel Commander (OPEN QUALIFIER : La petite malle) sheet 1/13 - 8 cards - 2.5 x 3.5 in each

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Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barret, Avalanche Leader {2}{R}{G}

Legendary Creature -- Human Rebel

Reach
Avalanche! -- Whenever an Equipment you control enters, create a 2/2 red Rebel creature token.
At the beginning of combat on your turn, attach up to one target Equipment you control to target Rebel you control.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barret Wallace {3}{R}

Legendary Creature -- Human Rebel

Reach
Whenever Barret Wallace attacks, it deals damage equal to the number of equipped creatures you control to defending player.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bastion Protector {2}{W}

Creature -- Human Soldier

Commander creatures you control get +2/+2 and have indestructible.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Battlefield Forge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Behemoth Sledge {1}{G}{W}

Artifact -- Equipment

Equipped creature gets +2/+2 and has trample and lifelink.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Sands

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brass Knuckles {4}

Artifact -- Equipment

When you cast this spell, copy it. (The copy becomes a token.)
Equipped creature has double strike as long as two or more Equipment are attached to it.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bronze Guardian {4}{W}

Artifact Creature -- Golem

Double strike
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
Other artifacts you control have ward {2}.
Bronze Guardian's power is equal to the number of artifacts you control.

*/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bugenhagen, Wise Elder {1}{G}

Legendary Creature -- Human Shaman

Reach
At the beginning of your upkeep, if you control a creature with power 7 or greater, draw a card.
{T}: Add one mana of any color.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Canopy Vista

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion's Helm {3}

Artifact -- Equipment

Equipped creature gets +2/+2.
As long as equipped creature is legendary, it has hexproof. (It can't be the target of spells or abilities your opponents control.)
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaos Warp {2}{R}

Instant

The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cid, Freeflier Pilot {1}{W}

Legendary Creature -- Human Warrior Pilot

Equipment and Vehicle spells you cast cost {1} less to cast.
Jump -- During your turn, Cid has flying.
{2}, {T}: Return target Equipment or Vehicle card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cinder Glade

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Clever Concealment {2}{W}{W}

Instant

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.)
Any number of target nonland permanents you control phase out. (Treat them and anything attached to them as though they don't exist until your next turn.)

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

Clive's Hideaway

Land -- Town

Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.)
{T}: Add {C}.
{2}, {T}: You may play the exiled card without paying its mana cost if you control four or more legendary creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloud, Ex-SOLDIER {2}{R}{G}{W}

Legendary Creature -- Human Soldier Mercenary

Haste
When Cloud enters, attach up to one target Equipment you control to it.
Whenever Cloud attacks, draw a card for each equipped attacking creature you control. Then if Cloud has power 7 or greater, create two Treasure tokens.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloud's Limit Break {1}{W}

Instant

Tiered (Choose one additional cost.)
* Cross-Slash -- {0} -- Destroy target tapped creature.
* Blade Beam -- {1} -- Destroy any number of target tapped creatures with different controllers.
* Omnislash -- {3}{W} -- Destroy all tapped creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colossus Hammer {1}

Artifact -- Equipment

Equipped creature gets +10/+10 and loses flying.
Equip {8} ({8}: Attach to target creature you control. Equip only as a sorcery.)

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

Conformer Shuriken {2}

Legendary Artifact -- Equipment

Equipped creature has "Whenever this creature attacks, tap target creature defending player controls. If that creature has greater power than this creature, put a number of +1/+1 counters on this creature equal to the difference."
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Conqueror's Flail {2}

Artifact -- Equipment

Equipped creature gets +1/+1 for each color among permanents you control.
As long as this Equipment is attached to a creature, your opponents can't cast spells during your turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cultivate {2}{G}

Sorcery

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dancer's Chakrams {3}{W}

Artifact -- Equipment

Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)
Equipped creature gets +2/+2, has lifelink and "Other commanders you control get +2/+2 and have lifelink," and is a Performer in addition to its other types.
Krishna -- Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elena, Turk Recruit {2}{W}

Legendary Creature -- Human Assassin

When Elena enters, return target non-Assassin historic card from your graveyard to your hand. (Artifacts, legendaries, and Sagas are historic.)
Whenever you cast a historic spell, put a +1/+1 counter on Elena.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Envoy of the Ancestors {2}{W}

Creature -- Human Cleric

Outlast {W} ({W}, {T}: Put a +1/+1 counter on this creature. Outlast only as a sorcery.)
Modified creatures you control have lifelink. (Equipment, Auras you control, and counters are modifications.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exotic Orchard

Land

{T}: Add one mana of any color that a land an opponent controls could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire-Lit Thicket

Land

{T}: Add {C}.
{R/G}, {T}: Add {R}{R}, {R}{G}, or {G}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortified Village

Land

As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Furycalm Snarl

Land

As this land enters, you may reveal a Mountain or Plains card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Game Trail

Land

As this land enters, you may reveal a Mountain or Forest card from your hand. If you don't, this land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gift of the Viper {G}

Instant

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldspan Dragon {3}{R}{R}

Creature -- Dragon

Flying, haste
Whenever this creature attacks or becomes the target of a spell, create a Treasure token.
Treasures you control have "{T}, Sacrifice this artifact: Add two mana of any one color."

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helitrooper {1}{W}

Creature -- Human Soldier

Flying
Whenever this creature attacks, another target attacking creature gains flying until end of turn.
Equip abilities you activate that target this creature cost {2} less to activate.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hero's Blade {2}

Artifact -- Equipment

Equipped creature gets +3/+2.
Whenever a legendary creature you control enters, you may attach this Equipment to it.
Equip {4} ({4}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero's Heirloom {2}

Artifact -- Equipment

Equipped creature gets +2/+1.
As long as equipped creature is legendary, it has trample and haste.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspiring Statuary {3}

Artifact

Nonartifact spells you cast have improvise. (Your artifacts can help cast those spells. Each artifact you tap after you're done activating mana abilities pays for {1}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jungle Shrine

Land

This land enters tapped.
{T}: Add {R}, {G}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kessig Wolf Run

Land

{T}: Add {C}.
{X}{R}{G}, {T}: Target creature gets +X/+0 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kodama of the West Tree {2}{G}

Legendary Creature -- Spirit

Reach
Modified creatures you control have trample. (Equipment, Auras you control, and counters are modifications.)
Whenever a modified creature you control deals combat damage to a player, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lifestream's Blessing {4}{G}{G}

Instant

Draw X cards, where X is the greatest power among creatures you controlled as you cast this spell.
If this spell was cast from exile, you gain twice X life.
Foretell {4}{G} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Greaves {2}

Artifact -- Equipment

Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)
Equip {0}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mandibular Kite {W}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +1/+1 and has flying.
Equip {3}{W}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mithril Coat {3}

Legendary Artifact -- Equipment

Flash
Indestructible
When Mithril Coat enters, attach it to target legendary creature you control.
Equipped creature has indestructible.
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossfire Valley

Land

{1}, {T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path of Ancestry

Land

This land enters tapped.
{T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Professor Hojo {1}{G}

Legendary Creature -- Human Scientist

The first activated ability you activate during your turn that targets a creature you control costs {2} less to activate.
Whenever one or more creatures you control become the target of an activated ability, draw a card. This ability triggers only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Puresteel Paladin {W}{W}

Creature -- Human Knight

Whenever an Equipment you control enters, you may draw a card.
Metalcraft -- Equipment you control have equip {0} as long as you control three or more artifacts.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recruiter of the Guard {2}{W}

Creature -- Human Soldier

When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red XIII, Proud Warrior {1}{R}{G}

Legendary Creature -- Beast Warrior

Vigilance, trample
Other modified creatures you control have vigilance and trample.
(Equipment, Auras you control, and counters are modifications.)
Cosmo Memory -- When Red XIII enters, return target Aura or Equipment card from your graveyard to your hand.

3/3

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 Peaks

Land -- Mountain Plains

({T}: Add {R} or {W}.)
This land enters tapped.

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Scavenger Grounds

Land -- Desert

{T}: Add {C}.
{2}, {T}, Sacrifice a Desert: Exile all graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selvala, Heart of the Wilds {1}{G}{G}

Legendary Creature -- Elf Scout

Whenever another creature enters, its controller may draw a card if its power is greater than each other creature's power.
{G}, {T}: Add X mana in any combination of colors, where X is the greatest power among creatures you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sephiroth, Fallen Hero {3}{R}{W}

Legendary Creature -- Human Avatar Soldier

Jenova Cells -- Whenever Sephiroth attacks, you may put a cell counter on target creature. Until end of turn, each modified creature you control has base power and toughness 7/5. (Equipment, Auras you control, and counters are modifications.)
The Reunion -- {3}, Sacrifice a modified creature: Return this card from your graveyard to the battlefield tapped.

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slayers' Stronghold

Land

{T}: Add {C}.
{R}{W}, {T}: Target creature gets +2/+0 and gains vigilance and haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smothering Tithe {3}{W}

Enchantment

Whenever an opponent draws a card, that player may pay {2}. If the player doesn't, you 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

SOLDIER Military Program {2}{W}

Enchantment

At the beginning of combat on your turn, choose one. If you control a commander, you may choose both instead.
* Create a 1/1 white Soldier creature token.
* Put a +1/+1 counter on each of up to two Soldiers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spire of Industry

Land

{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summoning Materia {2}{G}

Artifact -- Equipment

You may look at the top card of your library any time.
As long as this Equipment is attached to a creature, you may cast creature spells from the top of your library.
Equipped creature gets +2/+2 and has vigilance and "{T}: Add {G}."
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Summon: Kujata {5}{R}

Enchantment Creature -- Saga Ox

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Lightning -- This creature deals 3 damage to each of up to two target creatures.
II -- Ice -- Up to three target creatures can't block this turn.
III -- Fire -- Discard a card, then draw two cards. When you discard a card this way, this creature deals damage equal to that card's mana value to each opponent.
Trample, haste

7/5

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.

- - - BACK FACE - - -

Volcanic Fissure

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sungrass Prairie

Land

{1}, {T}: Add {G}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunpetal Grove

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunscorched Divide

Land

{1}, {T}: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of Fire and Ice {3}

Artifact -- Equipment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sword of the Animist {2}

Legendary Artifact -- Equipment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Safekeeper {G}

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

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Teferi's Protection {2}{W}

Instant

Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.)
Exile Teferi's Protection.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thancred Waters {4}{W}

Legendary Creature -- Human Warrior

Flash
Royal Guard -- When Thancred Waters enters, another target legendary permanent you control gains indestructible for as long as you control Thancred Waters.
Whenever you cast a noncreature spell, Thancred Waters gains indestructible until end of turn.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Reaver Cleaver {2}{R}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and "Whenever this creature deals combat damage to a player or planeswalker, create that many Treasure tokens."
Equip {3}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tifa, Martial Artist {1}{R}{G}{W}

Legendary Creature -- Human Monk

Melee (Whenever this creature attacks, it gets +1/+1 until end of turn for each opponent you attacked this combat.)
Whenever one or more creatures you control with power 7 or greater deal combat damage to a player, untap all creatures you control. If it's the first combat phase of your turn, there is an additional combat phase after this phase.

4/4

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Trailblazer's Boots {2}

Artifact -- Equipment

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

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Unfinished Business {3}{W}{W}

Sorcery

Return target creature card from your graveyard to the battlefield, then return up to two target Aura and/or Equipment cards from your graveyard to the battlefield attached to that creature. (If the Auras can't enchant that creature, they remain in your graveyard.)

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Vandalblast {R}

Sorcery

Destroy target artifact you don't control.
Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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Vanquish the Horde {6}{W}{W}

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.
Destroy all creatures.

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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.

Whispersilk Cloak {3}

Artifact -- Equipment

Equipped creature can't be blocked and has shroud. (It can't be the target of spells or abilities.)
Equip {2}

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Wooded Ridgeline

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.

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Yuffie, Materia Hunter {2}{R}

Legendary Creature -- Human Ninja

Ninjutsu {1}{R} ({1}{R}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
When Yuffie enters, gain control of target noncreature artifact for as long as you control Yuffie. Then you may attach an Equipment you control to Yuffie.

3/3

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Zack Fair {W}

Legendary Creature -- Human Soldier

Zack Fair enters with a +1/+1 counter on it.
{1}, Sacrifice Zack Fair: Target creature you control gains indestructible until end of turn. Put Zack Fair's counters on that creature and attach an Equipment that was attached to Zack Fair to that creature.

0/1

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