## Archmage's Charm {U}{U}{U}

Instant

Choose one --
* Counter target spell.
* Target player draws two cards.
* Gain control of target nonland permanent with mana value 1 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blink of an Eye {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Boomerang {U}{U}

Instant

Return target permanent to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Brainstorm {U}

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Brainsurge {2}{U}

Instant

Draw four cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Change the Equation {1}{U}

Instant

Choose one --
* Counter target spell with mana value 2 or less.
* Counter target red or green spell with mana value 6 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Consult the Star Charts {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - MAXMAL79 - Duel Commander (OPEN QUALIFIER : PACA - DC MISTRAL)** sheet 1/13 - 8 cards - 2.5 x 3.5 in each

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## Cryptic Command {1}{U}{U}{U}

Instant

Choose two --
* Counter target spell.
* Return target permanent to its owner's hand.
* Tap all creatures your opponents control.
* Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Curfew {U}

Instant

Each player returns a creature they control to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cyclonic Rift {1}{U}

Instant

Return target nonland permanent you don't control to its owner's hand.
Overload {6}{U} (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

## Daze {1}{U}

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dazzling Denial {1}{U}

Instant

Counter target spell unless its controller pays {2}. If you control a Bird, counter that spell unless its controller pays {4} instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Demolition Field

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disallow {1}{U}{U}

Instant

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Engulf the Shore {3}{U}

Instant

Return to their owners' hands all creatures with toughness less than or equal to the number of Islands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Exhaustion {2}{U}

Sorcery

Creatures and lands target opponent controls don't untap during their next untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Extraplanar Lens {3}

Artifact

Imprint -- When this artifact enters, you may exile target land you control.
Whenever a land with the same name as the exiled card is tapped for mana, its controller adds one mana of any type that land produced.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flare of Denial {1}{U}{U}

Instant

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

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

## Flow of Knowledge {4}{U}

Instant

Draw a card for each Island you control, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force of Negation {1}{U}{U}

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Force Spike {U}

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Fresh Start {1}{U}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets -5/-0 and loses all abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Quarter

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hall of Storm Giants

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {U}.
{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Harbinger of the Seas {1}{U}{U}

Creature -- Merfolk Wizard

Nonbasic lands are Islands.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## High Tide {U}

Instant

Until end of turn, whenever a player taps an Island for mana, that player adds an additional {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Into the Roil {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Logic Knot {X}{U}{U}

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Counter target spell unless its controller pays {X}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lose Focus {1}{U}

Instant

Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
Counter target spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Mana Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Marang River Regent {4}{U}{U}

Creature -- Dragon

Flying
When this creature enters, return up to two other target nonland permanents to their owners' hands.

6/7

- - - ADVENTURE - - -

## Coil and Catch {3}{U}

Instant -- Omen

Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Memory Lapse {1}{U}

Instant

Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mental Misstep {UP}

Instant

({U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Merchant Scroll {1}{U}

Sorcery

Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Miscalculation {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mystic Confluence {3}{U}{U}

Instant

Choose three. You may choose the same mode more than once.
* Counter target spell unless its controller pays {3}.
* Return target creature to its owner's hand.
* Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Mystic Sanctuary

Land -- Island

({T}: Add {U}.)
This land enters tapped unless you control three or more other Islands.
When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Parallax Tide (2)(U)(U)

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 land.
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

## 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

## Remand (1)(U)

Instant

Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Reset (U)(U)

Instant

Cast this spell only during an opponent's turn after their upkeep step.
Untap all lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sapphire Medallion (2)

Artifact

Blue spells you cast cost {1} less to cast.

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



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## Sink into Stupor {1}{U}{U}

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

## Soporific Springs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snap {1}{U}

Instant

Return target creature to its owner's hand. Untap up to two lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snapcaster Mage {1}{U}

Creature -- Human Wizard

Flash
When this creature enters, 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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Snow Land -- Island

({T}: Add {U}.)

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**Playtest cards - MAXMAL79 - Duel Commander (OPEN QUALIFIER : PACA - DC MISTRAL)** sheet 8/13 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Spell Snare {U}

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Step Through {3}{U}{U}

Sorcery

Return two target creatures to their owners' hands.
Wizardcycling {2} ({2}, Discard this card: Search your library for a Wizard card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stern Scolding {U}

Instant

Counter target creature spell with power or toughness 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stifle {U}

Instant

Counter target activated or triggered ability. (Mana abilities can't be targeted.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Subtlety {2}{U}{U}

Creature -- Elemental Incarnation

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Suspend {U}

Instant

Exile target creature and put two time counters on it. If it doesn't have suspend, it gains suspend. (At the beginning of its owner's upkeep, they remove a time counter. When the last is removed, they may play it without paying its mana cost. If it's a creature, it has haste.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tale's End {1}{U}

Instant

Counter target activated ability, triggered ability, or legendary spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Three Steps Ahead {U}

Instant

Spree (Choose one or more additional costs.)
+ {1}{U} -- Counter target spell.
+ {3} -- Create a token that's a copy of target artifact or creature you control.
+ {2} -- Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Tishana's Tidebinder (2)(U)

Creature -- Merfolk Wizard

Flash
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Treachery (3)(U)(U)

Enchantment -- Aura

Enchant creature
When this Aura enters, untap up to five lands.
You control enchanted creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unable to Scream (U)

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vedalken Shackles (3)

Artifact

You may choose not to untap this artifact during your untap step.
{2}, {T}: Gain control of target creature with power less than or equal to the number of Islands you control for as long as this artifact remains tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wan Shi Tong, Librarian (X)(U)(U)

Legendary Creature -- Bird Spirit

Flash
Flying, vigilance
When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.
Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## War Room

Land

{T}: Add {C}.
{3}, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wash Away (U)

Instant

Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Counter target spell [that wasn't cast from its owner's hand].

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Waterbending Scroll (1)(U)

Artifact

{6}, {T}: Draw a card. This ability costs {1} less to activate for each Island you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Whir of Invention {X}{U}{U}{U}

Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Winter Moon {2}

Artifact

Players can't untap more than one nonbasic land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wipe Away {1}{U}{U}

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Return target permanent to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Withdraw {U}{U}

Instant

Return target creature to its owner's hand. Then return another target creature to its owner's hand unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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