Abrupt Decay {B}{G}

Instant

This spell can't be countered.
Destroy target nonland permanent with mana value 3 or less.

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

Badlands

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bayou

Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blood Crypt

Land -- Swamp Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Burnt Offering {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Add X mana in any combination of {B} and/or {R}, where X is the sacrificed creature's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Cabal Ritual {1}{B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chromatic Sphere {1}

Artifact

{1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chromatic Star {1}

Artifact

{1}, {T}, Sacrifice this artifact: Add one mana of any color.
When this artifact is put into a graveyard from the battlefield, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Culling the Weak {B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dargo, the Shipwrecker {6}{R}

Legendary Creature -- Giant Pirate

As an additional cost to cast this spell, you may sacrifice any number of artifacts and/or creatures. This spell costs {2} less to cast for each permanent sacrificed this way and {2} less to cast for each other artifact or creature you've sacrificed this turn.
Trample
Partner (You can have two commanders if both have partner.)

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkmoss Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Dark Petition {3}{B}{B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Dispute {1}{B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Consultation {B}

Instant

Choose a card name. Exile the top six cards of your library, then reveal cards from the top of your library until you reveal a card with the chosen name. Put that card into your hand and exile all other cards revealed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Counsel {1}{B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Tutor {1}{B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desperate Ritual {1}{R}

Instant -- Arcane

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drossforge Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Ebon Stronghold

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Spirit Guide 2G

Creature -- Elf Spirit

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Empty the Warrens 3R

Sorcery

Create two 1/1 red Goblin creature tokens.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push B

Instant

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Ent 5G

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geothermal Crevice

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greedy Freebooter B

Creature -- Human Pirate

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Grief {2}{B}{B}

Creature -- Elemental Incarnation

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

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Tutor {1}{B}{B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hex Magic {2}{R}

Sorcery -- Arcane

Exile all the cards from your hand, then draw that many cards. Until the end of your next turn, you may play cards exiled this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ikra Shidiqi, the Usurper {3}{B}{G}

Legendary Creature -- Snake Wizard

Menace
Whenever a creature you control deals combat damage to a player, you gain life equal to that creature's toughness.
Partner (You can have two commanders if both have partner.)

3/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impulsive Pilferer {R}

Creature -- Goblin Pirate

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infernal Plunge {R}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lake of the Dead

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manamorphose (1)(R/G)

Instant

Add two mana in any combination of colors.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mausoleum Secrets (1)(B)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memnite (0)

Artifact Creature -- Construct

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Bauble (0)

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Noble's Purse {2}

Artifact

This artifact enters tapped and with three coin counters on it.
{T}, Remove a coin counter from this artifact: 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

Obsessive Pursuit {1}{B}

Enchantment

When this enchantment enters and at the beginning of your upkeep, you lose 1 life and create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")
Whenever you attack, put X +1/+1 counters on target attacking creature, where X is the number of permanents you've sacrificed this turn. If X is three or more, that creature gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcish Bowmasters {1}{B}

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter {0}

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Tomb

Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peat Bog

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pentad Prism {2}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Phyrexian Tower

Legendary Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Walker (0)

Artifact Creature -- Phyrexian Construct

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Vista

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prized Statue (2)

Artifact

When this artifact enters or is put into a graveyard from the battlefield, 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

Profane Tutor

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyretic Ritual (1)(R)

Instant

Add {R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Theater

Land -- Swamp Mountain

({T}: Add {B} or {R}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Rite of Flame {R}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacrifice {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Add an amount of {B} equal to the sacrificed creature's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstone Needle

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seething Song {2}{R}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shambling Ghast {B}

Creature -- Zombie

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Spirit Guide {2}{R}

Creature -- Ape Spirit

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

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skullclamp {1}

Artifact -- Equipment

Equipped creature gets +1/-1.
Whenever equipped creature dies, draw two cards.
Equip {1}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Berthe, Ambroise - Duel Commander (CDF 2026 : TROPHÉE DES CHAMPIONS) sheet 9/13 - 8 cards - 2.5 x 3.5 in each

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.

Slagwoods Bridge

Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squandered Resources {B}{G}

Enchantment

Sacrifice a land: Add one mana of any type the sacrificed land could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormscale Scion {4}{R}{R}

Creature -- Dragon

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

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith {3}{B}{B}

Creature -- Wraith

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strike It Rich {R}

Sorcery

Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taiga

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Pact {1}{B}

Instant

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terrarion {1}

Artifact

This artifact enters tapped.
{2}, {T}, Sacrifice this artifact: Add two mana in any combination of colors.
When this artifact is put into a graveyard from the battlefield, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize {B}

Sorcery

Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinder Wall {G}

Creature -- Plant Wall

Defender (This creature can't attack.)
Sacrifice this creature: Add {R}{R}.
{R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traverse the Ulvenwald {G}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Troll of Khazad-dûm {5}{B}

Creature -- Troll

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

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Mortuary

Land -- Swamp Forest

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

Unholy Heat {R}

Instant

Unholy Heat deals 2 damage to target creature or planeswalker.
Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Unmask {3}{B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg, Tomb of Yawgmoth

Legendary Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Bauble {0}

Artifact

{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vault of Whispers

Artifact Land

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Wishclaw Talisman {1}{B}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Wizard's Rockets {1}

Artifact

This artifact enters tapped.
{X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors.
When this artifact is put into a graveyard from the battlefield, draw a card.

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

Worldly Tutor {G}

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yawgmoth's Will {2}{B}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Berthe, Ambroise - Duel Commander (CDF 2026 : TROPHÉE DES CHAMPIONS) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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.