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| <div> <b>Aether Vial</b> <span>1</span> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ancestral Vision</b> </div> <div>Sorcery</div> <div> <p>Suspend 4--{U} (Rather than cast this card from your hand, pay {U} and exile it with four 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.)</p> <p>Target player draws three cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Archnemesis</b> <span>1</span><span>U</span><span>B</span> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant opponent</p> <p>Whenever you attack enchanted player, that player loses 2 life. You draw a card and gain 2 life.</p> <p>Whenever a player attacks you, you may attach this Aura to that player.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Bitterbloom Bearer</b> <span>B</span><span>B</span> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flash</p> <p>Flying</p> <p>At the beginning of your upkeep, you lose 1 life and create a 1/1 blue and black Faerie creature token with flying.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                  |
| <div> <b>Bitterblossom</b> <span>1</span><span>B</span> </div> <div>Kindred Enchantment -- Faerie</div> <div> <p>At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                | <div> <b>Bloodstained Mire</b> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <b>Brainstorm</b> <span>U</span> </div> <div>Instant</div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                         | <div> <b>Brazen Borrower</b> <span>1</span><span>U</span><span>U</span> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> </div> <div> <div>3/1</div> </div> <div> <div>----- ADVENTURE -----</div> </div> <div> <div> <b>Petty Theft</b> <span>1</span><span>U</span> </div> <div>Instant -- Adventure</div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Clearwater Pathway</div> <div>Card</div> <div></div> <div> <div>Clearwater Pathway</div> <div>Card</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                             | <div> <div>Cling to Dust</div> <div>Instant</div> <div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Command Tower</div> <div>Land</div> <div> <div>{T}: Add one mana of any color in your commander's color identity.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Counterspell</div> <div>Instant</div> <div> <div>Counter target spell.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                      |
| <div> <div>Creeping Tar Pit</div> <div>Land</div> <div> <div>This land enters tapped. {T}: Add {U} or {B}. {1}{U}{B}: Until end of turn, this land becomes a 3/2 blue and black Elemental creature. It's still a land. It can't be blocked this turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Cryptic Command</div> <div>Instant</div> <div> <div>Choose two --<br/>* Counter target spell.<br/>* Return target permanent to its owner's hand.<br/>* Tap all creatures your opponents control.<br/>* Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                         | <div> <div>Cut Down</div> <div>Instant</div> <div> <div>Destroy target creature with total power and toughness 5 or less.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>    | <div> <div>Darkslick Shores</div> <div>Land</div> <div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Daze</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>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}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Demonic Consultation</div> <div> <div>B</div> </div> </div> <div>Instant</div> <div>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.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Demonic Tutor</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, then shuffle.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                  | <div> <div>Dimir Aqueduct</div> </div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {U}{B}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                               |
| <div> <div>Dismember</div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       | <div> <div>Disruptor Flute</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div>Flash<br/>As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                         | <div> <div>Drown in the Loch</div> <div> <div>U</div> <div>B</div> </div> </div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Faerie Mastermind</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div>Flash<br/>Flying<br/>Whenever an opponent draws their second card each turn, you draw a card.<br/>{3}{U}: Each player draws a card.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>2/1</div> </div> |

**B**

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.

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## 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

① U U

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

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2 B B

You may sacrifice a nontoken black creature rather than pay this spell's mana cost. Each opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control.

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U

Flying  
This creature enters with a -1/-1  
counter on it.  
{2}{U}, Remove a counter from this  
creature: Whenever a creature you  
control deals combat damage to a  
player or planeswalker this turn,  
draw a card.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

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① B B

If it's not your turn, you may exile a black card from your hand rather than pay this spell's mana cost. Destroy all creatures that entered this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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.

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| <div> <div>Force Spike</div> <div>Instant</div> <div>Counter target spell unless its controller pays {1}.</div> <div> <div>3/4</div> </div> </div>                                                          | <div> <div>Glen Elendra Guardian</div> <div>Creature -- Faerie Wizard</div> <div>Flash<br/>Flying<br/>This creature enters with a -1/-1 counter on it.<br/>{1}{U}, Remove a counter from this creature: Counter target noncreature spell. Its controller draws a card.</div> <div> <div>3/4</div> </div> </div> | <div> <div>Gloomlake Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div> </div> | <div> <div>Hive of the Eye Tyrant</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {B}.<br/>{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.</div> </div> |
| <div> <div>Inquisition of Kozilek</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div> </div> | <div> <div>Island</div> <div>Basic Land -- Island</div> <div>( {T}: Add {U}. )</div> </div>                                                                                                                                                                                                                     | <div> <div>Island</div> <div>Basic Land -- Island</div> <div>( {T}: Add {U}. )</div> </div>                                                           | <div> <div>Island</div> <div>Basic Land -- Island</div> <div>( {T}: Add {U}. )</div> </div>                                                                                                                                                                                                                                                                           |

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                          | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                         | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                 | <div>Kaito, Bane of Nightmares 2UB</div> <div>Legendary Planeswalker -- Kaito</div> <div>Ninjutsu {1}{U}{B} ({1}{U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof. [+1]: You get an emblem with "Ninjas you control get +1/+1." [0]: Surveil 2. Then draw a card for each opponent who lost life this turn. [-2]: Tap target creature. Put two stun counters on it.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Lose Focus 1U</div> <div>Instant</div> <div>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}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Malcolm, Alluring Scoundrel 1U</div> <div>Legendary Creature -- Siren Pirate</div> <div>Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mana Leak 1U</div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                               |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Memory Lapse</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div>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.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mental Misstep</div> <div> <div>UP</div> </div> </div> <div>Instant</div> <div>           ({U/P} can be paid with either {U} or 2 life.)<br/>           Counter target spell with mana value 1.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Misdirection</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div>You may exile a blue card from your hand rather than pay this spell's mana cost.<br/>Change the target of target spell with a single target.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                             | <div> <div>Mistbind Clique</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Creature -- Faerie Wizard</div> <div>Flash<br/>Flying<br/>Champion a Faerie (When this enters, sacrifice it unless you exile another Faerie you control. When this leaves the battlefield, that card returns to the battlefield.)<br/>When a Faerie is championed with this creature, tap all lands target player controls.</div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  |
| <div> <div>Misty Rainforest</div> </div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                              | <div> <div>Multiversal Passage</div> </div> <div>Land</div> <div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>              | <div> <div>Mystic Sanctuary</div> </div> <div>Land -- Island</div> <div>           ({T}: Add {U}.)<br/>           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.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Notorious Throng</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Kindred Sorcery -- Rogue</div> <div>           Prowl {5}{U} (You may cast this for its prowl cost if you dealt combat damage to a player this turn with a Rogue.)<br/>           Create X 1/1 black Faerie Rogue creature tokens with flying, where X is the damage dealt to your opponents this turn. If this spell's prowl cost was paid, take an extra turn after this one.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Oona's Blackguard</b> <span>1</span> <span>B</span><br>Creature -- Faerie Rogue<br>Flying<br>Each other Rogue creature you control enters with an additional +1/+1 counter on it.<br>Whenever a creature you control with a +1/+1 counter on it deals combat damage to a player, that player discards a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Orcish Bowmasters</b> <span>1</span> <span>B</span><br>Creature -- Orc Archer<br>Flash<br>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.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Otawara, Soaring City</b><br>Legendary Land<br>{T}: Add {U}.<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Path of Ancestry</b><br>Land<br>This land enters tapped.<br>{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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev      |
| <b>Peppersmoke</b> <span>B</span><br>Kindred Instant -- Faerie<br>Target creature gets -1/-1 until end of turn. If you control a Faerie, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                           | <b>Polluted Delta</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                     | <b>Prismatic Vista</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                 | <b>Psychic Frog</b> <span>U</span> <span>B</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

① ②

Flash (You may cast this spell any time you could cast an instant.)  
Flying  
When this creature enters, sacrifice it unless you return another creature you control to its owner's hand.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Flying, haste  
Whenever Rankle deals combat damage to a player, choose any number --

- \* Each player discards a card.
- \* Each player loses 1 life and draws a card.
- \* Each player sacrifices a creature of their choice.

3/3

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①②

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.

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**B**

As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)  
Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.

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## 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

②③

Flash  
Flying  
Other Faerie creatures you control  
get +1/+1.  
Other Faeries you control have  
shroud. (They can't be the targets  
of spells or abilities.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

As this land enters, you may reveal a Faerie card from your hand. If you don't, this land enters tapped.

{T}: Add {U} or {B}.

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① U U

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

- - - BACK FACE - - -

## Land

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

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| <div> <b>Sleep-Cursed Faerie</b> <span>U</span> </div> <div>           Creature -- Faerie Wizard         </div> <div>           Flying, ward {2}<br/>           This creature enters tapped with three stun counters on it. (If it would become untapped, remove a stun counter from it instead.)<br/>           {1}{U}: Untap this creature.         </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Snuff Out</b> <span>3B</span> </div> <div>           Instant         </div> <div>           If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>           Destroy target nonblack creature. It can't be regenerated.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Spell Pierce</b> <span>U</span> </div> <div>           Instant         </div> <div>           Counter target noncreature spell unless its controller pays {2}.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>             | <div> <b>Spell Snare</b> <span>U</span> </div> <div>           Instant         </div> <div>           Counter target spell with mana value 2.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                          |
| <div> <b>Spellstutter Sprite</b> <span>1U</span> </div> <div>           Creature -- Faerie Wizard         </div> <div>           Flash<br/>           Flying<br/>           When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.         </div> <div> <div>1/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                          | <div> <b>Stern Scolding</b> <span>U</span> </div> <div>           Instant         </div> <div>           Counter target creature spell with power or toughness 2 or less.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                         | <div> <b>Stifle</b> <span>U</span> </div> <div>           Instant         </div> <div>           Counter target activated or triggered ability. (Mana abilities can't be targeted.)         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Subtlety</b> <span>2UU</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Flash<br/>           Flying<br/>           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.<br/>           Evoke--Exile a blue card from your hand.         </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <p><b>Sunken Ruins</b></p> <hr/> <p>Land</p> <hr/> <p>{T}: Add {C}.<br/>{U/B}, {T}: Add {U}{U}, {U}{B}, or {B}{B}.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                          | <p><b>Swamp</b></p> <hr/> <p>Basic Land -- Swamp</p> <hr/> <p>({T}: Add {B}.)</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                                                                               | <p><b>Swamp</b></p> <hr/> <p>Basic Land -- Swamp</p> <hr/> <p>({T}: Add {B}.)</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                                                                                                                                       | <p><b>Takenuma, Abandoned Mire</b></p> <hr/> <p>Legendary Land</p> <hr/> <p>{T}: Add {B}.<br/>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
| <p><b>Tale's End</b>      (1)(U)</p> <hr/> <p>Instant</p> <hr/> <p>Counter target activated ability, triggered ability, or legendary spell.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Talion's Messenger</b>      (2)(U)</p> <hr/> <p>Creature -- Faerie Noble</p> <hr/> <p>Flying<br/>Whenever you attack with one or more Faeries, draw a card, then discard a card. When you discard a card this way, put a +1/+1 counter on target Faerie you control.</p> <hr/> <p>1/3</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Talion, the Kindly Lord</b>      (2)(U)(B)</p> <hr/> <p>Legendary Creature -- Faerie Noble</p> <hr/> <p>Flying<br/>As Talion enters, choose a number between 1 and 10.<br/>Whenever an opponent casts a spell with mana value, power, or toughness equal to the chosen number, that player loses 2 life and you draw a card.</p> <hr/> <p>3/4</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Tectonic Edge</b></p> <hr/> <p>Land</p> <hr/> <p>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands.</p> <hr/> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                      |

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| <div> <b>Tegwyll, Duke of Splendor</b> <span>1UB</span> </div> <div>       Legendary Creature -- Faerie Noble     </div> <div>       Flying, deathtouch<br/>       Other Faeries you control get +1/+1.<br/>       Whenever another Faerie you control dies, you draw a card and you lose 1 life.     </div> <div> <div>2/3</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div> <b>The Wondrous Wasp</b> <span>1U</span> </div> <div>       Legendary Creature -- Human Hero     </div> <div>       Flash<br/>       Flying<br/>       Wasp's Sting -- When The Wondrous Wasp enters, tap up to one target creature. It loses all abilities for as long as The Wondrous Wasp remains on the battlefield.     </div> <div> <div>2/1</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div> <b>Thoughtseize</b> <span>B</span> </div> <div>       Sorcery     </div> <div>       Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.     </div> <div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                                             | <div> <b>Undercity Sewers</b> </div> <div>       Land -- Island Swamp     </div> <div>       ({T}: Add {U} or {B}.)<br/>       This land enters tapped.<br/>       When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)     </div> <div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> |
| <div> <b>Underground River</b> </div> <div>       Land     </div> <div>       {T}: Add {C}.<br/>       {T}: Add {U} or {B}. This land deals 1 damage to you.     </div> <div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                     | <div> <b>Underground Sea</b> </div> <div>       Land -- Island Swamp     </div> <div>       ({T}: Add {U} or {B}.)     </div> <div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                                                                                            | <div> <b>Vendilion Clique</b> <span>1UU</span> </div> <div>       Legendary Creature -- Faerie Wizard     </div> <div>       Flash<br/>       Flying<br/>       When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.     </div> <div> <div>3/1</div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div> <b>Verdant Catacombs</b> </div> <div>       Land     </div> <div>       {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.     </div> <div> </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                   |

Playtest cards - osmanozguney - 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 12/13 - 8 cards - 2.5 x 3.5 in each

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| <b>Voracious Tome-Skimmer</b>   <br>Creature -- Faerie Rogue<br><hr/> Flying<br>Whenever you cast a spell during an opponent's turn, you may pay 1 life. If you do, draw a card.<br><div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Wash Away</b> <br>Instant<br><hr/> Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br>Counter target spell [that wasn't cast from its owner's hand].<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Watery Grave</b><br>Land -- Island Swamp<br><hr/> ({T}: Add {U} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Obyra, Dreaming Duelist</b>  <br>Legendary Creature -- Faerie Warrior<br><hr/> Flash<br>Flying<br>Whenever another Faerie you control enters, each opponent loses 1 life.<br>[sideboard]<br><div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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