

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

Land - - Swamp Mountain

$$(\{T\}: \text{Add } \{B\} \text{ or } \{R\}.)$$

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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.

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Land -- Swamp Mountain

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

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Land

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

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U

Instant

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

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Artifact

{1}, {T}: Roll a d4 and create a number of Treasure tokens equal to the result. The player to your right gains control of this artifact.

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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.

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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.

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Chromatic Sphere

①

Artifact

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

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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.

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Command Tower

Land

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

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Crimson Kobolds

①

Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crookshank Kobolds

①

Creature -- Kobold

0/1

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Crystal Vein

Land

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{T}: Add {C}.
{T}, Sacrifice this land: Add
{C}{C}.
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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}.

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Playtest cards - Le_Depite - Duel Commander (Duel Commander Challenge 16)

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 2/13 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.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 PLAYbotbox.dev	Deceit 4 U/B U/B Creature -- Elemental Incarnation When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand. When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card. Evoke {U/B}{U/B} 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Diabolic Intent 1 B Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Drossforge Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {B} or {R}.	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.	Dwarven Ruins Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {R}{R}.	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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elemental Eruption (4)(R)(R) Sorcery Create a 4/4 red Dragon Elemental creature token with flying and prowess. Storm (When you cast this spell, copy it for each spell cast before it this turn.)	Final Fortune (R)(R) Instant Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.	Flare of Duplication (1)(R)(R) Instant You may sacrifice a nontoken red creature rather than pay this spell's mana cost. Copy target instant or sorcery spell. You may choose new targets for the copy.	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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

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②R

Choose one. If you control a commander as you cast this spell, you may choose both instead.

- * Add {R} for each card in target opponent's hand.
- * Exile the top three cards of your library. You may play them this turn.

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⑨

Creature -- Kobold

0/1

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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}.

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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

① ② B

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.

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UP

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

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{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.

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Mistvault Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {U} or {B}.	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.	Obsessive Pursuit ① ② 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.	Orcish Bowmasters ① ② 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.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pact of Negation ③ Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.	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.	Peer into the Abyss ④ ② ② ② Sorcery Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time.	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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower Legendary Land {T}: Add {C}. {T}, Sacrifice a creature: Add {B}{B}.	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.	Ponder ^U Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.	Preordain ^U Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.")	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.	Pyretic Ritual ^{1R} Instant Add {R}{R}{R}.	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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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	Rograkh, Son of Rohgahh (0) Legendary Creature -- Kobold Warrior First strike, menace, trample Partner (You can have two commanders if both have partner.) 0/1 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	Seat of the Synod Artifact Land {T}: Add {U}. 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

Silverbluff Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {U} or {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simian Spirit Guide Creature -- Ape Spirit Exile this card from your hand: Add {R}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solve the Equation Sorcery Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spellseeker Creature -- Human Wizard When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stormscale Scion 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 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 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 10/13 - 8 cards - 2.5 x 3.5 in each

Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Pact 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 PLAYbotbox.dev	Tendrils of Agony 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 PLAYbotbox.dev	The Fantasticar Legendary Artifact -- Vehicle Flying Whenever you cast a noncreature spell, you may have The Fantasticar become an artifact creature until end of turn. Whenever you cast your fourth noncreature spell each turn, you may sacrifice The Fantasticar. If you do, create four 4/4 colorless Construct artifact creature tokens with flying and haste. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thoughtseize 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 PLAYbotbox.dev	Thundering Falls Land -- Island Mountain {T}: Add {U} 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 PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground Sea Land -- Island Swamp {T}: Add {U} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Land -- Urza's Saga

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Artifact Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Swamp

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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.

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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.

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Dargo, the Shipwrecker (6)(R)

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.

Tramplé

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Partner (You can have two commanders
if both have partner.)
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[sideboard]

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silas Renn, Seeker Adept (1)(U)(B)

1 U B

Legendary Artifact Creature -- Human

Deathtouch

Whenever Silas Renn deals combat damage to a player, choose target artifact card in your graveyard. You may cast that card this turn.

Partner (You can have two commanders if both have partner.)

[sideboard]

2/2

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