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| <div> <b>Abhorrent Oculus</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Eye</div> <div> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Adarkar Wastes</b> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {W} or {U}. This land deals 1 damage to you.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                     | <div> <b>Ajani, Nacatl Pariah</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Cat Warrior</div> <div> <p>When Ajani enters, create a 2/1 white Cat Warrior creature token.</p> <p>Whenever one or more other Cats you control die, you may exile Ajani, then return him to the battlefield transformed under his owner's control.</p> </div> <div>1/2</div> </div> <div> <div>----- BACK FACE -----</div> <div> <b>Ajani, Nacatl Avenger</b> </div> <div> <div>Legendary Planeswalker -- Ajani</div> <div> <p>[+2]: Put a +1/+1 counter on each Cat you control.</p> <p>[0]: Create a 2/1 white Cat Warrior creature token. When you do, if you control a red permanent other than Ajani, he deals damage equal to the number of creatures you control to any target.</p> <p>[-4]: Each opponent chooses an artifact, a creature, an enchantment, and a planeswalker from among the nonland permanents they control, then sacrifices the rest.</p> </div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Aragorn, King of Gondor</b> <div> <div>1</div> <div>U</div> <div>R</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Human Noble</div> <div> <p>Vigilance, lifelink</p> <p>When Aragorn enters, you become the monarch.</p> <p>Whenever Aragorn attacks, up to one target creature can't block this turn. If you're the monarch, creatures can't block this turn.</p> </div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                |
| <div> <b>Arena of Glory</b> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control a Mountain.</p> <p>{T}: Add {R}.</p> <p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                          | <div> <b>Aven Interrupter</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird Rogue</div> <div> <p>Flash</p> <p>Flying</p> <p>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> </div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Bloodstained Mire</b> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <b>Brazen Borrower</b> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <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>3/1</div> </div> <div> <div>----- ADVENTURE -----</div> <div> <b>Petty Theft</b> <div> <div>1</div> <div>U</div> </div> </div> <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> </div> |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Cathar Commando</div> <div> <div>1</div> <div>W</div> </div> <div>Creature -- Human Soldier</div> <div>Flash<br/>{1}, Sacrifice this creature:<br/>Destroy target artifact or<br/>enchantment.</div> <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cephalid Coliseum</div> <div>Land</div> <div>{T}: Add {U}. This land deals 1<br/>damage to you.<br/>Threshold -- {U}, {T}, Sacrifice<br/>this land: Target player draws three<br/>cards, then discards three cards.<br/>Activate only if there are seven or<br/>more cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chain Lightning</div> <div>R</div> <div>Sorcery</div> <div>Chain Lightning deals 3 damage to<br/>any target. Then that player or that<br/>permanent's controller may pay<br/>{R}{R}. If the player does, they may<br/>copy this spell and may choose a new<br/>target for that copy.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div>Command Tower</div> <div>Land</div> <div>{T}: Add one mana of any color in<br/>your commander's color identity.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |
| <div>Counterspell</div> <div>U</div> <div>U</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    | <div>Daze</div> <div>1</div> <div>U</div> <div>Instant</div> <div>You may return an Island you control<br/>to its owner's hand rather than pay<br/>this spell's mana cost.<br/>Counter target spell unless its<br/>controller pays {1}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div>Dennick, Pious Apprentice</div> <div>W</div> <div>U</div> <div>Legendary Creature -- Human Soldier</div> <div>Lifelink<br/>Cards in graveyards can't be the<br/>targets of spells or abilities.<br/>Disturb {2}{W}{U} (You may cast this<br/>card from your graveyard transformed<br/>for its disturb cost.)</div> <div>2/3</div> <div>-----<br/>- - - BACK FACE - - -</div> <div>Dennick, Pious Apparition</div> <div>Legendary Creature -- Spirit Soldier</div> <div>Flying<br/>Whenever one or more creature cards are put into graveyards<br/>from anywhere, investigate. This ability triggers only once<br/>each turn. (Create a Clue token. It's an artifact with "{2},<br/>Sacrifice this token: Draw a card.")<br/>If Dennick would be put into a graveyard from anywhere,<br/>exile it instead.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Deserted Beach</div> <div>Land</div> <div>This land enters tapped unless you<br/>control two or more other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - JoseVador - Commander (Mini championnat 3eme duel commandeur)

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

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| <div> Detective's Phoenix 2R </div> <div> Enchantment Creature -- Phoenix </div> <div> <p>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.)</p> <p>Flying, haste</p> <p>Enchanted creature gets +2/+2 and has flying and haste.</p> <p>You may cast this card from your graveyard using its bestow ability.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Eiganjo, Seat of the Empire </div> <div> Legendary Land </div> <div> <p>{T}: Add {W}.</p> <p>Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                   | <div> Expressive Iteration UR </div> <div> Sorcery </div> <div> <p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Faerie Mastermind 1U </div> <div> Creature -- Faerie Rogue </div> <div> <p>Flash</p> <p>Flying</p> <p>Whenever an opponent draws their second card each turn, you draw a card.</p> <p>{3}{U}: Each player draws a card.</p> </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Fire 1R </div> <div> Instant </div> <div> <p>Fire deals 2 damage divided as you choose among one or two targets.</p> </div> <div> <div> <div> </div> <div> </div> </div> </div> <div> <div> </div> </div> <div> Ice 1U </div> <div> Instant </div> <div> <p>Tap target permanent.</p> <p>Draw a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                       | <div> Flame of Anor 1UR </div> <div> Instant </div> <div> <p>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.</p> <ul style="list-style-type: none"> <li>* Target player draws two cards.</li> <li>* Destroy target artifact.</li> <li>* Flame of Anor deals 5 damage to target creature.</li> </ul> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Flame Slash R </div> <div> Sorcery </div> <div> <p>Flame Slash deals 4 damage to target creature.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                       | <div> Flooded Strand </div> <div> Land </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                  |

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Floodfarm Verge</b> </div> <div> Land </div> <div> <p>{T}: Add {W}.</p> <p>{T}: Add {U}. Activate only if you control a Plains or an Island.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                              | <div> <b>Forth Eorlingas!</b> <div> <div>X</div> <div>R</div> <div>W</div> </div> </div> <div> Sorcery </div> <div> <p>Create X 2/2 red Human Knight creature tokens with trample and haste.</p> <p>Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Frantic Search</b> <div> <div>2</div> <div>U</div> </div> </div> <div> Instant </div> <div> <p>Draw two cards, then discard two cards. Untap up to three lands.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                    | <div> <b>Frostboil Snarl</b> </div> <div> Land </div> <div> <p>As this land enters, you may reveal an Island or Mountain card from your hand. If you don't, this land enters tapped.</p> <p>{T}: Add {U} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Fury</b> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> Creature -- Elemental Incarnation </div> <div> <p>Double strike</p> <p>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.</p> <p>Evoke--Exile a red card from your hand.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Galvanic Discharge</b> <div> <div>R</div> </div> </div> <div> Instant </div> <div> <p>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <b>Ghost Vacuum</b> <div> <div>1</div> </div> </div> <div> Artifact </div> <div> <p>{T}: Exile target card from a graveyard.</p> <p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Gitaxian Probe</b> <div> <div>UP</div> </div> </div> <div> Sorcery </div> <div> <p>{U/P} can be paid with either {U} or 2 life.)</p> <p>Look at target player's hand.</p> <p>Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>               |

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Glacial Fortress</div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island.<br/>{T}: Add {W} or {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                  | <div><div>Hall of Storm Giants</div><div>Land</div><div>If you control two or more other lands, this land enters tapped.<br/>{T}: Add {U}.<br/>{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}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div><div>Hengegate Pathway</div><div>Land</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       |
| <div><div>Hurkyl's Final Meditation (4UUU)</div><div>Instant</div><div>During turns other than yours, this spell costs {3} more to cast. Return all nonland permanents to their owners' hands. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Imprisoned in the Moon (2U)</div><div>Enchantment -- Aura</div><div>Enchant creature, land, or planeswalker<br/>Enchanted permanent is a colorless land with "<b>{T}</b>: Add <b>{C}</b>" and loses all other card types and abilities.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div><div>Invert Polarity (UU<sup>R</sup>)</div><div>Instant</div><div>Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Island</div><div>Basic Land -- Island</div><div>(<b>{T}</b>): Add <b>{U}</b>.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Bolt

®

Instant

Lightning Bolt deals 3 damage to any target.

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### Lithomantic Barrage

®

Sorcery

This spell can't be countered.  
Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lórien Revealed

3 U U

## Sorcery

Draw three cards.  
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lose Focus

①②

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}.

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## Mana Leak

①②

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Memory Lapse

①②

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.

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Mental Misstep</div> <div> <div>UP</div> </div> </div> <div> <div>Instant</div> <div> <div>{U/P} can be paid with either {U} or 2 life.)</div> <div>Counter target spell with mana value 1.</div> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mother of Runes</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>{T}: Target creature you control gains protection from the color of your choice until end of turn.</div> </div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                            | <div> <div>Mountain</div> </div> <div> <div>Basic Land -- Mountain</div> <div> <div>{T}: Add {R}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mountain</div> </div> <div> <div>Basic Land -- Mountain</div> <div> <div>{T}: Add {R}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        |
| <div> <div>Mountain</div> </div> <div> <div>Basic Land -- Mountain</div> <div> <div>{T}: Add {R}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                  | <div> <div>Murktide Regent</div> <div> <div>5UU</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div> <div>Flying</div> <div>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.</div> <div>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Needleverge Pathway</div> </div> <div> <div>Land</div> <div> <div>{T}: Add {R}.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>        | <div> <div>No More Lies</div> <div> <div>WU</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## 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

## Phelia, Exuberant Shepherd (1)(W)

Legendary Creature -- Dog

Flash  
Whenever Phelia attacks, exile up to one other target nonland permanent. At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Phlage, Titan of Fire's Fury (1)(R)(W)

Legendary Creature -- Elder Giant

When Phlage enters, sacrifice it unless it escaped.  
Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.  
Escape--{{R}}{{R}}{{W}}{{W}}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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## Pippin, Guard of the Citadel (W)(U)

Legendary Creature -- Halfling Soldier

Vigilance, ward {1}  
{T}: Another target creature you control gains protection from the card type of your choice until end of turn. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything of that type.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

## Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Ponder</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Pyrogoyf</div><div>Creature -- Lhurgoyf</div><div>Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.</div><div>*/1+*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Remand</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Reprieve</div><div>Instant</div><div>Return target spell to its owner's hand. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Riverglide Pathway</div><div>Land</div><div>{T}: Add {U}.</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Lavaglide Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Riverpyre Verge</div><div>Land</div><div>{T}: Add {R}.<br/>{T}: Add {U}. Activate only if you control an Island or a Mountain.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               |

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| <p><b>Samwise the Stouthearted</b> ①②W</p> <p>Legendary Creature -- Halfling Peasant</p> <p>Flash<br/>When Samwise enters, choose up to one target permanent card in your graveyard that was put there from the battlefield this turn. Return it to your hand. Then the Ring tempts you.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <p><b>Seachrome Coast</b></p> <p>Land</p> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                 | <p><b>Seasoned Dungeoneer</b> ③②W</p> <p>Creature -- Human Warrior</p> <p>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sink into Stupor</b> ①②U③U</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p><b>Soporific Springs</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Skyclave Apparition</b> ①②W③W</p> <p>Creature -- Kor Spirit</p> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Snapcaster Mage</b> ①②U</p> <p>Creature -- Human Wizard</p> <p>Flash<br/>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.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spell Pierce</b> ②U</p> <p>Instant</p> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                               | <p><b>Spell Queller</b> ①②W③U</p> <p>Creature -- Spirit</p> <p>Flash<br/>Flying<br/>When this creature enters, exile target spell with mana value 4 or less.<br/>When this creature leaves the battlefield, the exiled card's owner may cast that card without paying its mana cost.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                      |

Playtest cards - JoseVador - Commander (Mini championnat 3eme duel commandeur)

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

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| <div> <div>Spell Snare</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               | <div> <div>Spirebluff Canal</div> </div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                            | <div> <div>Steam Vents</div> </div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stern Scolding</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target creature spell with power or toughness 2 or less.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Stormcarved Coast</div> </div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {R}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sulfur Falls</div> </div> <div>Land</div> <div>This land enters tapped unless you control an Island or a Mountain.<br/>{T}: Add {U} or {R}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                         | <div> <div>Sunbillow Verge</div> </div> <div>Land</div> <div>{T}: Add {W}.<br/>{T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         |

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| <p><b>Swords to Plowshares</b> (W)</p> <p>Instant</p> <p>Exile target creature. Its controller gains life equal to its power.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                        | <p><b>Tale's End</b> (1U)</p> <p>Instant</p> <p>Counter target activated ability, triggered ability, or legendary spell.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                             | <p><b>Teferi, Time Raveler</b> (1WU)</p> <p>Legendary Planeswalker -- Teferi</p> <p>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Temple of Epiphany</b></p> <p>Land</p> <p>This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                        |
| <p><b>The Wandering Emperor</b> (2WW)</p> <p>Legendary Planeswalker</p> <p>Flash<br/>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant. [+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn. [-1]: Create a 2/2 white Samurai creature token with vigilance. [-2]: Exile target tapped creature. You gain 2 life.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tishana's Tidebinder</b> (2U)</p> <p>Creature -- Merfolk Wizard</p> <p>Flash<br/>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.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>True-Name Nemesis</b> (1UU)</p> <p>Creature -- Merfolk Rogue</p> <p>As this creature enters, choose a player. This creature has protection from the chosen player.</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                        | <p><b>Vendilion Clique</b> (1UU)</p> <p>Legendary Creature -- Faerie Wizard</p> <p>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.</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - JoseVador - Commander (Mini championnat 3eme duel commandeur)

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sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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| <div><div><b>Volatile Fjord</b></div><div>Snow Land -- Island Mountain</div><div>(<b>{T}</b>): Add <b>{U}</b> or <b>{R}</b>.)<br/>This land enters tapped.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Wash Away</b><div>U</div></div><div>Instant</div><div>Cleave <b>{1}{U}{U}</b> (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].</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Windswept Heath</b></div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Wooded Foothills</b></div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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