

Abdel Adrian, Gorion's Ward (4)(W) Legendary Creature -- Human Warrior When Abdel Adrian enters, exile any number of other nonland permanents you control until Abdel Adrian leaves the battlefield. Create a 1/1 white Soldier creature token for each permanent exiled this way. Choose a Background (You can have a Background as a second commander.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Acidic Slime (3)(G)(G) Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adrix and Nev, Twincasters (2)(G)(U) Legendary Creature -- Merfolk Wizard Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) If one or more tokens would be created under your control, twice that many of those tokens are created instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aggressive Biomancy (X)(X)(G)(U) Sorcery Create X tokens that are copies of target creature you control, except they have "When this token enters, it fights up to one target creature you don't control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Animist's Awakening (X)(G) Sorcery Reveal the top X cards of your library. Put all land cards from among them onto the battlefield tapped and the rest on the bottom of your library in a random order. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, untap those lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	An Offer You Can't Refuse (U) Instant Counter target noncreature spell. Its controller creates two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Lighthouse Land {T}: Add {C}. {1}, {T}: Until end of turn, creatures your opponents control lose hexproof and shroud and can't have hexproof or shroud. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archaeomancer (2)(U)(U) Creature -- Human Wizard When this creature enters, return target instant or sorcery card from your graveyard to your hand. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Austere Command Sorcery Choose two -- * Destroy all artifacts. * Destroy all enchantments. * Destroy all creatures with mana value 3 or less. * Destroy all creatures with mana value 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the Consuls Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Bond Sorcery Destroy target artifact or enchantment. You may put a land card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brushland Land {T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canopy Vista Land -- Forest Plains ({T}: Add {G} or {W}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Capsize Instant Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.) Return target permanent to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cloudshift Instant Exile target creature you control, then return that card to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cultivate 26 Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant 1W Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Displace 2U Instant Exile up to two target creatures you control, then return those cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dovin's Veto WU Instant This spell can't be countered. Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldrazi Displacer 2W Creature -- Eldrazi Devoid (This card has no color.) {2}{C}: Exile another target creature, then return it to the battlefield tapped under its owner's control. ({C} represents colorless mana.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution 1GG Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Visionary 1G Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emiel the Blessed 2 W W Legendary Creature -- Unicorn {3}: Exile another target creature you control, then return it to the battlefield under its owner's control. Whenever another creature you control enters, you may pay {G/W}. If you do, put a +1/+1 counter on it. If it's a Unicorn, put two +1/+1 counters on it instead. ({G/W} can be paid with either {G} or {W}.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ephemerate W Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Witness 1 G G Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exotic Orchard Land {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Farseek 1 G Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Grove Land {T}: Add {C}. {G/U}, {T}: Add {G}{G}, {G}{U}, or {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fortified Village

Land

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

{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Instant

Destroy target permanent. Its controller creates a 3/3 green Elephant creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Angel Cleric

Flash
Flying
When this creature enters, you may exile any number of non-Angel creatures you control until this creature leaves the battlefield.
Foretell {2}{W}

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G U

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

As an additional cost to cast this spell, sacrifice a land. Search your library for up to two basic land cards, put them onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Forest or an Island.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Search your library for an enchantment card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Exile up to two target creatures you control, then return those cards to the battlefield under their owner's control.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Create a token that's a copy of target creature you control, except the token has flying and it isn't legendary.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kodama's Reach 2G Sorcery -- Arcane Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lagrella, the Magpie GWU Legendary Creature -- Human Soldier When Lagrella enters, exile any number of other target creatures controlled by different players until Lagrella leaves the battlefield. When an exiled card enters under your control this way, put two +1/+1 counters on it. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lilysplash Mentor 2GU Creature -- Frog Druid Reach {1}{G}{U}: Exile another target creature you control, then return it to the battlefield under its owner's control with a +1/+1 counter on it. Activate only as a sorcery. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mnemonic Wall 4U Creature -- Wall Defender When this creature enters, you may return target instant or sorcery card from your graveyard to your hand. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Tutor U Instant Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Forge 4 Artifact You may look at the top card of your library any time. You may cast artifact spells and colorless spells from the top of your library. {T}, Pay 1 life: Exile the top card of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Sanctuary Land -- Island ({T}: Add {U}.) This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate 1U Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Neoform GU Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Farmland Land This land enters tapped unless you control two or more other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Panharmonicon 4 Artifact If an artifact or creature entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Path to Exile W Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peregrine Drake 4U Creature -- Drake Flying When this creature enters, untap up to five lands. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Port Town Land As this land enters, you may reveal a Plains or Island card from your hand. If you don't, this land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prairie Stream Land -- Plains Island {T}: Add {W} or {U}. This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Progenitor Mimic 4 G U Creature -- Shapeshifter You may have this creature enter as a copy of any creature on the battlefield, except it has "At the beginning of your upkeep, if this creature isn't a token, create a token that's a copy of this creature." 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Misalignment 4 U Sorcery Create a token that's a copy of target creature you control, except it isn't legendary. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Radiant Grove Land -- Forest Plains {T}: Add {G} or {W}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampant Growth 1 G Sorcery Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Destroy target creature. It can't be regenerated. That creature's controller creates a 3/3 green Frog Lizard creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Exile target creature. Its controller manifests the top card of their library. (That player puts the top card of their library onto the battlefield face down as a 2/2 creature. If it's a creature card, it can be turned face up any time for its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

You may choose new targets for target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rimewood Falls

($\{T\}$: Add $\{G\}$ or $\{U\}$.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, each opponent sacrifices a permanent of their choice unless they pay {1}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When this creature enters, each opponent sacrifices a permanent of their choice unless they pay {2}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Sacrifice a land. Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seaside Citadel

This land enters tapped.
{T}: Add {G}, {W}, or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skycloud Expanse Land {1}, {T}: Add {W}{U}. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spark Double Creature -- Illusion You may have this creature enter as a copy of a creature or planeswalker you control, except it enters with an additional +1/+1 counter on it if it's a creature, it enters with an additional loyalty counter on it if it's a planeswalker, and it isn't legendary. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spirited Companion Enchantment Creature -- Dog When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunpetal Grove Land This land enters tapped unless you control a Forest or a Plains. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunsorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swan Song Instant Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teleportation Circle 3W Enchantment At the beginning of your end step, exile up to one target artifact or creature you control, then return that card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Enlightenment Land 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 {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of the False God Land {T}: Add {C}{C}. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Three Visits 1G Sorcery Search your library for a Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Timeless Witness 2GG Creature -- Human Shaman When this creature enters, return target card from your graveyard to your hand. Eternalize {5}{G}{G} ({5}{G}{G}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Human Shaman with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Arrogance 3WW Sorcery For each player, you choose from among the permanents that player controls an artifact, a creature, an enchantment, and a planeswalker. Then each player sacrifices all other nonland permanents they control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tranquil Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {G}{W}{U} ({G}{W}{U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Ikoria - Duel Commander (Duel Commander)

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

Vineglimmer Snarl Land As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {U}.	Wall of Blossoms (1)(G) Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4	Wall of Omens (1)(W) Creature -- Wall Defender When this creature enters, draw a card. 0/4	Web of Inertia (2)(U) Enchantment At the beginning of combat on each opponent's turn, that player may exile a card from their graveyard. If the player doesn't, creatures they control can't attack you this turn.
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

