

Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Vision Sorcery 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.) Target player draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Azorius Signet 2 Artifact {1}, {T}: Add {W}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Badlands Land -- Swamp Mountain ({T}: Add {B} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Baleful Strix UB Artifact Creature -- Bird Flying, deathtouch When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boros Signet Artifact {1}, {T}: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chain Lightning Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra, Torch of Defiance Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. 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 PLAYbotbox.dev

① W W

Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.

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U U

Counter target spell.

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① U R

[+1]: Target player draws two cards, then discards two cards.
[-2]: Gain control of target artifact.
[-6]: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents."

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1 B R

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[+1]: Create a 1/1 colorless
Construct artifact creature token
with defender.
[-1]: You may sacrifice an artifact.
If you do, destroy target artifact
or creature.
[-6]: Choose target artifact card in
a graveyard or artifact on the
battlefield. Create three tokens
that are copies of it.
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This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

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① ②

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}.

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②

 $\{1\}, \{T\}: \text{Add } \{U\}\{B\}.$

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① BP BP

{B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

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Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Evasive Action Instant Domain -- Counter target spell unless its controller pays {1} for each basic land type among lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fact or Fiction Instant Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fatal Push Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fellwar Stone Artifact {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Confluence Sorcery Choose three. You may choose the same mode more than once. * Fiery Confluence deals 1 damage to each creature. * Fiery Confluence deals 2 damage to each opponent. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire Covenant Instant As an additional cost to cast this spell, pay X life. Fire Covenant deals X damage divided as you choose among any number of target creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flame Slash R Sorcery Flame Slash deals 4 damage to target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	Force Spike U Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hymn to Tourach B B Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inquisition of Kozilek B Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Izzet Signet Artifact {1}, {T}: Add {U}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace, the Mind Sculptor Legendary Planeswalker -- Jace [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library. [0]: Draw three cards, then put two cards from your hand on top of your library in any order. [-1]: Return target creature to its owner's hand. [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaya, Ghost Assassin Legendary Planeswalker -- Kaya [0]: Exile Kaya or up to one target creature. Return that card to the battlefield under its owner's control at the beginning of your next upkeep. You lose 2 life. [-1]: Each opponent loses 2 life and you gain 2 life. [-2]: Each opponent discards a card and you draw a card. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Logic Knot Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Counter target spell unless its controller pays {X}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Leak Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Tithe W Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Misstep UP Instant {U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Miscalculation 1U Instant Counter target spell unless its controller pays {2}. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Confluence 3UU Instant Choose three. You may choose the same mode more than once. * Counter target spell unless its controller pays {3}. * Return target creature to its owner's hand. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orzhov Signet 2 Artifact {1}, {T}: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oust W Sorcery Put target creature into its owner's library second from the top. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Painful Truths 2 B Sorcery Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Palace Jailer 2 W W Creature -- Human Soldier When this creature enters, you become the monarch. When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Arena 1 B B Enchantment At the beginning of your upkeep, you draw a card and you lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plateau Land -- Mountain Plains ({T}: Add {R} or {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rakdos Signet 2 Artifact {1}, {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remand1U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Scrubland Land -- Plains Swamp ({T}: Add {W} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search for Azcanta1U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum VisionsU Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Skullclamp ① Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snapcaster Mage ①① Creature -- Human Wizard Flash 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce ① Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare ① Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Ruins Land {T}: Add {C}. {U/B}, {T}: Add {U}{U}, {U}{B}, or {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Scabs - Commander (1v1 Commander Challenge)

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

① W W U

This spell can't be countered.
Destroy all creatures.

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① R R

Sweltering Suns deals 3 damage to each creature.
Cycling {3} ({3}, Discard this card: Draw a card.)

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W

Exile target creature. Its controller gains life equal to its power.

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1 B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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{T}: Add {C}.
{T}: Add {U} or {B}. This artifact
deals 1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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{T}: Add {C}.
{T}: Add {B} or {R}. This artifact
deals 1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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{T}: Add {C}.
{T}: Add {W} or {U}. This artifact
deals 1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

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2 B

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

($\{T\}$: Add $\{W\}$ or $\{U\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.	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.	Breya, Etherium Shaper (W)(U)(B)(R) Legendary Artifact Creature -- Human When Breya enters, create two 1/1 blue Thopter artifact creature tokens with flying. {2}, Sacrifice two artifacts: Choose one -- * Breya deals 3 damage to target player or planeswalker. * Target creature gets -4/-4 until end of turn. * You gain 5 life. [sideboard] 4/4
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