

Abrade 1R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Blood Moon 2R Enchantment Nonbasic lands are Mountains. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Burning of Xinye 4RR Sorcery You destroy four lands you control, then target opponent destroys four lands they control. Then Burning of Xinye deals 4 damage to each creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cascade Bluffs Land {T}: Add {C}. {U/R}, {T}: Add {U}{U}, {U}{R}, or {R}{R}. 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

Censor 1U Instant Counter target spell unless its controller pays {1}. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chain Lightning R 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 PLAY botbox.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	Complicate 2U Instant Counter target spell unless its controller pays {3}. Cycling {2}{U} ({2}{U}, Discard this card: Draw a card.) When you cycle this card, you may counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Condescend XU Instant Counter target spell unless its controller pays {X}. 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	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crucible of Worlds 3 Artifact You may play lands from your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryptic Command 1UUU Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U R

[+1]: Target player draws two cards, then discards two cards.

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[-2]: Gain control of target artifact.
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[-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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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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8 R R

Exile all artifacts, creatures, and lands from the battlefield, all cards from all graveyards, and all cards from all hands.

Cycling {5}{R}{R} ({5}{R}{R},
Discard this card: Draw a card.)
When you cycle this card, destroy
all lands.

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Land

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{T}: Add {C}.
{1}{U}{R}, {T}: Draw a card, then
discard a card.
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① U U

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

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2 U U

Counter target spell.
Draw a card.

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U

Counter target instant or sorcery spell unless its controller pays {1}.
Draw a card.

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① U R

Electrolyze deals 2 damage divided as you choose among one or two targets.
Draw a card.

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Essence Scatter ①U Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exclude ②U Instant Counter target creature spell. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fact or Fiction ③U 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	False Summoning ①U Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Confluence ②RR 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	Fiery Impulse R Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fire ①R Instant Fire deals 2 damage divided as you choose among one or two targets. - - - RIGHT HALF - - - Ice ①U Instant Tap target permanent. Draw a card. 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	Flusterstorm U Instant Counter target instant or sorcery spell unless its controller pays {1}. 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	Force of Will 3UU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. 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	Gitaxian Probe UP Sorcery {U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimmer of Genius 3U Instant Scry 2, then draw two cards. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Jokulhaups Sorcery Destroy all artifacts, creatures, and lands. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memory Lapse 1 U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Miscalculation 1 U Instant Counter target spell unless its controller pays {2}. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mystic Confluence③④④ 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	Negate①④ Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pithing Needle① Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

Prohibit 1 U Instant Kicker {2} (You may pay an additional {2} as you cast this spell.) Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent.	Remand 1 U 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.
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Revolutionary Rebuff 1 U Instant Counter target nonartifact spell unless its controller pays {2}.	Ruination 3 R Sorcery Destroy all nonbasic lands.	Rune Snag 1 U Instant Counter target spell unless its controller pays {2} plus an additional {2} for each card named Rune Snag in each graveyard.	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.
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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 - - -

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.

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U

Draw a card. Scry 2.

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Land

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

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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

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As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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U

Counter target noncreature spell
unless its controller pays {2}.

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U

Counter target spell with mana value 2.

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {R}.

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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 11/13 - 8 cards - 2.5 x 3.5 in each

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.	Strafe  Sorcery Strafe deals 3 damage to target nonred creature.	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. ({T}: Add {U} or {R}.)	Sweltering Suns    Sorcery Sweltering Suns deals 3 damage to each creature. Cycling {3} ({3}, Discard this card: Draw a card.)
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
Tectonic Edge Land ({T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands.	Temple of Epiphany 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 {U} or {R}.)	Volcanic Island Land -- Island Mountain ({T}: Add {U} or {R}.)	Wandering Fumarole Land This land enters tapped. ({T}: Add {U} or {R}). {2}{U}{R}: Until end of turn, this land becomes a 1/4 blue and red Elemental creature with "{0}: Switch this creature's power and toughness until end of turn." It's still a land.
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Playtest cards - xXLogosXx - Commander (1v1 Commander Challenge)

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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

Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wildfire4RR Sorcery Each player sacrifices four lands of their choice. Wildfire deals 4 damage to each creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keranos, God of Storms3UR Legendary Enchantment Creature -- God Indestructible As long as your devotion to blue and red is less than seven, Keranos isn't a creature. Reveal the first card you draw on each of your turns. Whenever you reveal a land card this way, draw a card. Whenever you reveal a nonland card this way, Keranos deals 3 damage to any target. [sideboard] 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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