Aether Spellbomb (1)

Artifact

{U}, Sacrifice this artifact: Return target creature to its owner's hand.
{1}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Amphibian Downpour (2)(U)

Enchantment -- Aura

Flash
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies. Copies become tokens.)
Enchant creature
Enchanted creature loses all abilities and is a blue Frog creature with base power and toughness 1/1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archmage's Charm (U)(U)(U)

Instant

Choose one --
* Counter target spell.
* Target player draws two cards.
* Gain control of target nonland permanent with mana value 1 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barkchannel Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Tidechannel Pathway

Land

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Sanctum

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm (U)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brazen Borrower (1)(U)(U)

Creature -- Faerie Rogue

Flash
Flying
This creature can block only creatures with flying.

3/1

- - - ADVENTURE - - -

Petty Theft (1)(U)

Instant -- Adventure

Return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 1/13 - 8 cards - 2.5 x 3.5 in each

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.

Breeding Pool

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Censor {1}{U}

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

Chart a Course {1}{U}

Sorcery

Draw two cards. Then discard a card unless you attacked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Combat Research {U}

Enchantment -- Aura

Enchant creature
Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card."
As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

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

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryptic Command {1}{U}{U}{U}

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

Curious Obsession {U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."
At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Daze (1)(U)

Instant

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dreamdew Entrancer (2)(G)(U)

Creature -- Frog Wizard

Reach
When this creature enters, tap up to one target creature and put three stun counters on it. If you control that creature, draw two cards.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dress Down (1)(U)

Enchantment

Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emrakul, the Promised End (13)

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard.
When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.
Flying, trample, protection from instants

13/13

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exploration (G)

Enchantment

You may play an additional land on each of your turns.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flare of Denial (1)(U)(U)

Instant

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Force of Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 3/13 - 8 cards - 2.5 x 3.5 in each

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.

Force of Will

{3}{U}{U}

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 PLAY botbox.dev

Force Spike

{U}

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Growth Spiral

{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

Hall of Storm Giants

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {U}.
{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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harbinger of the Seas

{1}{U}{U}

Creature -- Merfolk Wizard

Nonbasic lands are Islands.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hedge Maze

Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 4/13 - 8 cards - 2.5 x 3.5 in each

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.

Hullbreacher

(2)(U)

Creature -- Merfolk Pirate

Flash
If an opponent would draw a card except the first one they draw in each of their draw steps, instead you create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ice-Fang Coatl

(G)(U)

Snow Creature -- Snake

Flash
Flying
When this creature enters, draw a card.
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jwari Disruption

(1)(U)

Instant

Counter target spell unless its controller pays {1}.

- - - BACK FACE - - -

Jwari Ruins

Land

This land enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy

(2)(G)(U)

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

3/4

- - - ADVENTURE - - -

Tail the Suspect

(G)(U)

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legacy's Allure

(U)(U)

Enchantment

At the beginning of your upkeep, you may put a treasure counter on this enchantment.
Sacrifice this enchantment: Gain control of target creature with power less than or equal to the number of treasure counters on this enchantment. (This effect lasts indefinitely.)

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

(1)(U)

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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Leak

(1)(U)

Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 5/13 - 8 cards - 2.5 x 3.5 in each

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.

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

Metallic Rebuke (2)(U)

Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minamo, School at Water's Edge

Legendary Land

{T}: Add {U}.
{U}, {T}: Untap target legendary permanent.

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

Misdirection (3)(U)(U)

Instant

You may exile a blue card from your hand rather than pay this spell's mana cost.
Change the target of target spell with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Bauble (0)

Artifact

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory

Land

{T}: Add {C}.
{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.
{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

Moonsnare Prototype (U)

Artifact

{T}, Tap an untapped artifact or creature you control: Add {C}.
Channel -- {4}{U}, Discard this card: The owner of target nonland permanent puts it on their choice of the top or bottom of their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murktide Regent (5)(U)(U)

Creature -- Dragon

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Flying
This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.
Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute (2)(U)

Instant

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystic Confluence (3)(U)(U)

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 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

Oko, Thief of Crowns (1)(G)(U)

Legendary Planeswalker -- Oko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.
[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 7/13 - 8 cards - 2.5 x 3.5 in each

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.

Personal Tutor (U)

Sorcery

Search your library for a sorcery card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Genesis (G)(U)

Instant

Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Heroes

Land

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell.
{T}: Add one mana of any color among legendary permanents you control.
{3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn.

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

Prismatic Vista

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repeal (X)(U)

Instant

Return target nonland permanent with mana value X to its owner's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 8/13 - 8 cards - 2.5 x 3.5 in each

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.

Sink into Stupor

{1}{U}{U}

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

Soporific Springs

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snap

{1}{U}

Instant

Return target creature to its owner's hand. Untap up to two lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 9/13 - 8 cards - 2.5 x 3.5 in each

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.

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce (U)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stern Scolding (U)

Instant

Counter target creature spell with power or toughness 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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.

Subtlety ②ⓤⓤ

Creature -- Elemental Incarnation

Flash
Flying
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.
Evoke--Exile a blue card from your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tale's End ①ⓤ

Instant

Counter target activated ability, triggered ability, or legendary spell.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temporal Mastery ⑤ⓤⓤ

Sorcery

Take an extra turn after this one.
Exile Temporal Mastery.
Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tishana's Tidebinder ②ⓤ

Creature -- Merfolk Wizard

Flash
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.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tropical Island

Land -- Forest Island

({T}: Add {G} or {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

True-Name Nemesis ①ⓤⓤ

Creature -- Merfolk Rogue

As this creature enters, choose a player.
This creature has protection from the chosen player.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twisted Image ⓤ

Instant

Switch target creature's power and toughness until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Urza, Lord High Artificer (2)(U)(U)

Legendary Creature -- Human Artificer

When Urza enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."
Tap an untapped artifact you control: Add {U}.
{5}: Shuffle your library, then exile the top card. Until end of turn, you may play that card without paying its mana cost.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Bauble (0)

Artifact

{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vedalken Shackles (3)

Artifact

You may choose not to untap this artifact during your untap step.
{2}, {T}: Gain control of target creature with power less than or equal to the number of Islands you control for as long as this artifact remains tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

War Room

Land

{T}: Add {C}.
{3}, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wash Away (U)

Instant

Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Counter target spell [that wasn't cast from its owner's hand].

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wilderness Reclamation (3)(G)

Enchantment

At the beginning of your end step, untap all lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Growth (G)

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo, Inquisitive Student

Card

[sideboard]

- - - OTHER FACE - - -

Tamiyo, Inquisitive Student

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Spencerbot16 - Duel Commander (Duel Commander League) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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.