

Aboleth Spawn 2U Creature -- Fish Horror Flash Ward {2} Probing Telepathy -- Whenever a creature entering under an opponent's control causes a triggered ability of that creature to trigger, you may copy that ability. You may choose new targets for the copy. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amphibian Downpour 2U 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 UUU 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	Arcum's Astrolabe S Snow Artifact ({S} can be paid with one mana from a snow source.) When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. 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	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 1UU Creature -- Faerie Rogue Flash Flying This creature can block only creatures with flying. 3/1 ----- ADVENTURE ----- Petty Theft 1U Instant -- Adventure Return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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

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	Commandeer 5UU Instant You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. 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
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	Daze 1U 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	Ethereal Forager 4UUU Creature -- Elemental Whale Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Flying Whenever this creature attacks, you may return an instant or sorcery card exiled with this creature to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Mastermind (1)(U) Creature -- Faerie Rogue Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. 2/1 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	Foil (2)(U)(U) Instant You may discard an Island card and another card rather than pay this spell's mana cost. Counter target spell. 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
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	Gilded Drake (1)(U) Creature -- Drake Flying When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal. 3/3 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. 2/2 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}.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harbinger of the Seas 1UU 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hullbreacher 2U 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	Ledger Shredder 1U Creature -- Bird Advisor Flying Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lórien Revealed 3UU 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.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lose Focus 1U 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}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malcolm, Alluring Scoundrel (1)(U) Legendary Creature -- Siren Pirate Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost. 2/1 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	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	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

Playtest cards - Baby - Duel Commander (Duel Commander League)

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 5/13 - 8 cards - 2.5 x 3.5 in each

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	Murktide Regent 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 PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Dispute 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 PLAYbotbox.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 PLAYbotbox.dev	Narset, Parter of Veils Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-2]: 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 a random order. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oko, Thief of Crowns 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 PLAYbotbox.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 PLAYbotbox.dev

Parallax Tide 2 U U Enchantment Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target land. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it. 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	Ponder U Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain U Sorcery Scry 2, then draw a card. (To 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
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	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	Sink into Stupor 1 U U Instant Return target spell or nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
			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 Instant Return target creature to its owner's hand. Untap up to two lands. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snapcaster Mage 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	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spell PierceU Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell SnareU Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stern ScoldingU Instant Counter target creature spell with power or toughness 2 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	StifleU Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Submerge 4 U Instant If an opponent controls a Forest and you control an Island, you may cast this spell without paying its mana cost. Put target creature on top of its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subtlety 2 U U 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. Evoked--Exile a blue card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tale's End 1 U Instant Counter target activated ability, triggered ability, or legendary spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tishana's Tidebinder 2 U 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 U U 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	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

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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	Vapor Snag Instant Return target creature to its owner's hand. Its controller loses 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vedalken Shackles 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	Veil of Summer Instant Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Verdant Catacombs Land {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	Volatile Stormdrake Creature -- Drake Flying, hexproof from activated and triggered abilities When this creature enters, exchange control of this creature and target creature an opponent controls. If you do, you get {E}{E}{E}{E}, then sacrifice that creature unless you pay an amount of {E} equal to its mana value. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wash Away 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	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

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Witness Protection Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a green and white Citizen creature with base power and toughness 1/1 named Legitimate Businessperson. (It loses all other colors, card types, creature types, and names.) 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	Yavimaya, Cradle of Growth Legendary Land Each land is a Forest in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tamiyo, Inquisitive Student Card [sideboard] OTHER FACE Tamiyo, Inquisitive Student Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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