

<div>Adarkar Wastes</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Add {W} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Arcane Signet2</div> <div>Artifact</div> <div>{T}: Add one mana of any color in your commander's color identity.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Balance1W</div> <div>Sorcery</div> <div>Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Bloodstained Mire</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>BrainstormU</div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Clearwater Pathway</div> <div>Card</div> <div>-----OTHER FACE-----</div> <div>Clearwater Pathway</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cling to DustB</div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Land

{T}: Add one mana of any color in your commander's color identity.

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UU

Instant

Counter target spell.

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① U U U

Instant

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Choose two --
* Counter target spell.
* Return target permanent to its
  owner's hand.
* Tap all creatures your opponents
  control.
* Draw a card.
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BB

Sorcery

Destroy target creature. A creature destroyed this way can't be regenerated.

Overload {2}{W}{W} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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Land

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

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① ②

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}.

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① B

Sorcerv

Search your library for a card, put that card into your hand, then shuffle.

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Land

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

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<div> Drowned Catacomb </div> <div> Land </div> <div> <p>This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Drown in the Loch <div> <div>U</div> <div>B</div> </div> </div> <div> Instant </div> <div> <p>Choose one -- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard. * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Emrakul, the Promised End <div> <div>13</div> </div> </div> <div> Legendary Creature -- Eldrazi </div> <div> <p>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</p> </div> <div> <div>13/13</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Enlightened Tutor <div> <div>W</div> </div> </div> <div> Instant </div> <div> <p>Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Fatal Push <div> <div>B</div> </div> </div> <div> Instant </div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Fell the Profane <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> Instant </div> <div> <p>Destroy target creature or planeswalker.</p> </div> <div> <div>----- - - - BACK FACE - - -</div> </div> <div> Fell Mire </div> <div> Land </div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Flooded Strand </div> <div> Land </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Force of Negation <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> Instant </div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Playtest cards - levacha - 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 3/13 - 8 cards - 2.5 x 3.5 in each

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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U

Counter target spell unless its controller pays {1}.

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3 W U

Exile target nonland permanent. Each player other than its controller creates a token that's a copy of it.

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Land -- Plains Swamp

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

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Land -- Plains Island

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

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Land

$$\{T\}: \text{Add } \{W\}.$$

- - - BACK FACE - - -

Land

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

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Basic Land -- Island

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

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②③④

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

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<p>Jace, Wielder of Mysteries (1)(U)(U)(U)</p> <p>Legendary Planeswalker -- Jace</p> <p>If you would draw a card while your library has no cards in it, you win the game instead.</p> <p>[+1]: Target player mills two cards. Draw a card.</p> <p>[-8]: Draw seven cards. Then if your library has no cards in it, you win the game.</p> <p>L 4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Kaya's Guile (1)(W)(B)</p> <p>Instant</p> <p>Choose two --</p> <ul style="list-style-type: none"> * Each opponent sacrifices a creature of their choice. * Exile all opponents' graveyards. * Create a 1/1 white and black Spirit creature token with flying. * You gain 4 life. <p>Entwine {3} (Choose all if you pay the entwine cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lórien Revealed (3)(U)(U)</p> <p>Sorcery</p> <p>Draw three cards.</p> <p>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Lose Focus (1)(U)</p> <p>Instant</p> <p>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}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Mana Leak (1)(U)</p> <p>Instant</p> <p>Counter target spell unless its controller pays {3}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mana Tithe (W)</p> <p>Instant</p> <p>Counter target spell unless its controller pays {1}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Marsh Flats</p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Memory Lapse (1)(U)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - levacha - 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;

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

<div> <div>Mental Misstep</div> <div> <div>UP</div> </div> </div> <div> <div>Instant</div> <div> <p>{U/P} can be paid with either {U} or 2 life.)</p> <p>Counter target spell with mana value 1.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Meticulous Archive</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>{T}: Add {W} or {U}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Miscalculation</div> <div> <div>1U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target spell unless its controller pays {2}.</p> <p>Cycling {2} ({2}, Discard this card: Draw a card.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Misty Rainforest</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Monumental Henge</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control a Plains.</p> <p>{T}: Add {W}.</p> <p>{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. (Artifacts, legends, and Sagas are historic.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mystical Dispute</div> <div> <div>2U</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Mystic Confluence</div> <div> <div>3UU</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose three. You may choose the same mode more than once.</p> <ul style="list-style-type: none"> * Counter target spell unless its controller pays {3}. * Return target creature to its owner's hand. * Draw a card. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Narset, Parter of Veils</div> <div> <div>1UUU</div> </div> </div> <div> <div>Legendary Planeswalker -- Narset</div> <div> <p>Each opponent can't draw more than one card each turn.</p> <p>[-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.</p> </div> <div> <div>L 5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<p>No More Lies (W)(U)</p> <p>Instant</p> <p>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Oath of Kaya (1)(W)(B)</p> <p>Legendary Enchantment</p> <p>When Oath of Kaya enters, it deals 3 damage to any target and you gain 3 life. Whenever an opponent attacks a planeswalker you control with one or more creatures, Oath of Kaya deals 2 damage to that player and you gain 2 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Omen of the Sea (1)(U)</p> <p>Enchantment</p> <p>Flash (You may cast this spell any time you could cast an instant.) When this enchantment enters, scry 2, then draw a card. {2}{U}, Sacrifice this enchantment: 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.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orcish Bowmasters (1)(B)</p> <p>Creature -- Orc Archer</p> <p>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Otawara, Soaring City</p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Oust (W)</p> <p>Sorcery</p> <p>Put target creature into its owner's library second from the top. Its controller gains 3 life.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Out of Time (1)(W)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, untap all creatures, then those creatures phase out until this enchantment leaves the battlefield. Put a time counter on this enchantment for each creature that phased out this way. Vanishing (At the beginning of your upkeep, remove a time counter from this enchantment. When the last is removed, sacrifice it.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Parallax Wave (2)(W)(W)</p> <p>Enchantment</p> <p>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 creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ponder<div>U</div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Preordain<div>U</div></div><div>Sorcery</div><div>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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Prismatic Ending<div>XW</div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Reflecting Pool</div><div>Land</div><div>{T}: Add one mana of any type that a land you control could produce.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div>Remand</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Reprieve</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Return target spell to its owner's hand. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sauron's Ransom</div><div><div>1</div><div>U</div><div>B</div></div></div> <div><div>Instant</div><div>Choose an opponent. They look at the top four cards of your library and separate them into a face-down pile and a face-up pile. Put one pile into your hand and the other into your graveyard. The Ring tempts you.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Scalding Tarn</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Scrubland</div></div> <div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Seachrome Coast</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Shipwreck Marsh</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Shorikai, Genesis Engine</div><div><div>2</div><div>W</div><div>U</div></div></div> <div><div>Legendary Artifact -- Vehicle</div><div>{1}, {T}: Draw two cards, then discard a card. Create a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 8 (Tap any number of creatures you control with total power 8 or more: This Vehicle becomes an artifact creature until end of turn.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> <div><div>8/8</div></div>

<div>Sink into Stupor</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> <div>Instant</div> <div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div>Soporific Springs</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> <div>Creature -- Human Wizard</div> <div>Flash</div> <div>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.)</div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Invoke--Exile a white card from your hand.</div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Spellseeker</div> <div> <div>2</div> <div>U</div> </div> <div>Creature -- Human Wizard</div> <div>When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle.</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div>Stern Scolding</div> <div> <div>U</div> </div> <div>Instant</div> <div>Counter target creature spell with power or toughness 2 or less.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Stifle</div> <div> <div>U</div> </div> <div>Instant</div> <div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>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.</div> <div>Invoke--Exile a blue card from your hand.</div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> Swords to Plowshares (W) </div> <div> Instant </div> <div> Exile target creature. Its controller gains life equal to its power. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Tainted Pact (1)(B) </div> <div> Instant </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Tale's End (1)(U) </div> <div> Instant </div> <div> Counter target activated ability, triggered ability, or legendary spell. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Teferi, Hero of Dominaria (3)(W)(U) </div> <div> Legendary Planeswalker -- Teferi </div> <div> [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." </div> <div> L 4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Teferi's Protection (2)(W) </div> <div> Instant </div> <div> Until your next turn, your life total can't change and you gain protection from everything. All permanents you control phase out. (While they're phased out, they're treated as though they don't exist. They phase in before you untap during your untap step.) Exile Teferi's Protection. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Teferi, Time Raveler (1)(W)(U) </div> <div> Legendary Planeswalker -- Teferi </div> <div> Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. </div> <div> L 4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Temporal Mastery (5)(U)(U) </div> <div> Sorcery </div> <div> 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.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Terminus (4)(W)(W) </div> <div> Sorcery </div> <div> Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

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

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

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

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

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W U B

This spell can't be countered.
Destroy target nonland permanent.

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U

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].

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<div><div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Wishclaw Talisman</div><div>Artifact</div><div>1B This artifact enters with three wish counters on it. {1}, {T}, Remove a wish counter from this artifact: Search your library for a card, put it into your hand, then shuffle. An opponent gains control of this artifact. Activate only during your turn.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Aminatou, the Fateshifter</div><div>Legendary Planeswalker -- Aminatou</div><div>WUB [+1]: Draw a card, then put a card from your hand on top of your library. [-1]: Exile another target permanent you own, then return it to the battlefield under your control. [-6]: Choose left or right. Each player gains control of all nonland permanents other than Aminatou controlled by the next player in the chosen direction. Aminatou, the Fateshifter can be your commander. [sideboard]</div></div></div> <div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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