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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Archmage's Charm</b> <span>UUU</span> </div> <div> Instant </div> <div> Choose one --<br/> * Counter target spell.<br/> * Target player draws two cards.<br/> * Gain control of target nonland permanent with mana value 1 or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                              | <div> <b>Arid Mesa</b> </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 PLAY botbox.dev </div> | <div> <b>Blood Moon</b> <span>2R</span> </div> <div> Enchantment </div> <div> Nonbasic lands are Mountains. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                        | <div> <b>Bloodstained Mire</b> </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 PLAY botbox.dev </div> |
| <div> <b>Boseiju, Who Endures</b> </div> <div> Legendary Land </div> <div> {T}: Add {G}.<br/> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Brainstorm</b> <span>U</span> </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 PLAY botbox.dev </div>                         | <div> <b>Brazen Borrower</b> <span>1UU</span> </div> <div> Creature -- Faerie Rogue </div> <div> Flash<br/> Flying<br/> This creature can block only creatures with flying. </div> <div> <div>3/1</div> <div> -- - ADVENTURE - - - </div> </div> <div> <b>Petty Theft</b> <span>1U</span> </div> <div> Instant -- Adventure </div> <div> Return target nonland permanent an opponent controls to its owner's hand. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Breeding Pool</b> </div> <div> Land -- Forest Island </div> <div> ({T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                  |

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| <div> <b>Broadside Bombardiers</b> <span>2</span> <span>R</span> </div> <div>           Creature -- Goblin Pirate         </div> <div>           Menace, haste<br/>           Boast -- Sacrifice another creature or artifact: This creature deals damage equal to 2 plus the sacrificed permanent's mana value to any target. (Activate only if this creature attacked this turn and only once each turn.)         </div> <div> <div>2/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Cactus Preserve</b> </div> <div>           Land -- Desert         </div> <div>           This land enters tapped.<br/>           {T}: Add one mana of any type that a land you control could produce.<br/>           {3}: Until end of turn, this land becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Castle Vantress</b> </div> <div>           Land         </div> <div>           This land enters tapped unless you control an Island.<br/>           {T}: Add {U}.<br/>           {2}{U}{U}, {T}: Scry 2.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                  | <div> <b>Chain Lightning</b> <span>R</span> </div> <div>           Sorcery         </div> <div>           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.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Command Tower</b> </div> <div>           Land         </div> <div>           {T}: Add one mana of any color in your commander's color identity.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                                   | <div> <b>Counterspell</b> <span>U</span> <span>U</span> </div> <div>           Instant         </div> <div>           Counter target spell.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                                                  | <div> <b>Cryptic Command</b> <span>1</span> <span>U</span> <span>U</span> <span>U</span> </div> <div>           Instant         </div> <div>           Choose two --<br/>           * Counter target spell.<br/>           * Return target permanent to its owner's hand.<br/>           * Tap all creatures your opponents control.<br/>           * Draw a card.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Daze</b> <span>1</span> <span>U</span> </div> <div>           Instant         </div> <div>           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}.         </div> <div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                             |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Endurance</b> <span>1GG</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div>           Flash<br/>           Reach<br/>           When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>           Evoke--Exile a green card from your hand.         </div> <div> <div>3/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Expressive Iteration</b> <span>UR</span> </div> <div>           Sorcery         </div> <div>           Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                    | <div> <b>Fabled Passage</b> </div> <div>           Land         </div> <div>           {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Fact or Fiction</b> <span>3U</span> </div> <div>           Instant         </div> <div>           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.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Faerie Mastermind</b> <span>1U</span> </div> <div>           Creature -- Faerie Rogue         </div> <div>           Flash<br/>           Flying<br/>           Whenever an opponent draws their second card each turn, you draw a card.<br/>           {3}{U}: Each player draws a card.         </div> <div> <div>2/1</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                              | <div> <b>Flame of Anor</b> <span>1UR</span> </div> <div>           Instant         </div> <div>           Choose one. If you control a Wizard as you cast this spell, you may choose two instead.<br/>           * Target player draws two cards.<br/>           * Destroy target artifact.<br/>           * Flame of Anor deals 5 damage to target creature.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Flame Slash</b> <span>R</span> </div> <div>           Sorcery         </div> <div>           Flame Slash deals 4 damage to target creature.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                   | <div> <b>Flooded Strand</b> </div> <div>           Land         </div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.         </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                               |

① ② ③

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.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R R

Double strike  
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.  
Evoke--Exile a red card from your hand.

3/3

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Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G

Reach  
When this creature enters, create a Food token. (It's an artifact with {2}, {T}, Sacrifice this token: You gain 3 life.)  
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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UP

( $\{U/P\}$  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

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}.)

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Hedge Maze</b> </div> <div> Land -- Forest Island </div> <div> <p> ({T}: Add {G} or {U}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1.<br/> (Look at the top card of your library. You may put it into your graveyard.) </p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Hullbreacher</b> </div> <div> Creature -- Merfolk Pirate </div> <div> <p> Flash<br/> 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.") </p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Ice-Fang Coatl</b> </div> <div> Snow Creature -- Snake </div> <div> <p> Flash<br/> Flying<br/> When this creature enters, draw a card.<br/> This creature has deathtouch as long as you control at least three other snow permanents. </p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Ketria Triome</b> </div> <div> Land -- Forest Island Mountain </div> <div> <p> ({T}: Add {G}, {U}, or {R}.)<br/> This land enters tapped.<br/> Cycling {3} ({3}, Discard this card: Draw a card.) </p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                      |
| <div> <b>Lightning Bolt</b> </div> <div> Instant </div> <div> <p> Lightning Bolt deals 3 damage to any target. </p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                           | <div> <b>Logic Knot</b> </div> <div> Instant </div> <div> <p> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/> Counter target spell unless its controller pays {X}. </p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                  | <div> <b>Lórien Revealed</b> </div> <div> Sorcery </div> <div> <p> Draw three cards.<br/> Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) </p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                  | <div> <b>Lose Focus</b> </div> <div> Instant </div> <div> <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.)<br/> Counter target spell unless its controller pays {2}. </p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

5 R

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Magmatic Sinkhole deals 5 damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

①②

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.

Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

UP

{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

2 R G

When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste.

[+1]: Put three +1/+1 counters on up to one target creature with trample or haste.

[-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards.

Minsc & Boo, Timeless Heroes can be your commander.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

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| <div> <b>Murktide Regent</b> <span>5UU</span> </div> <div>           Creature -- Dragon         </div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Flying</p> <p>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.</p> <p>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                          | <div> <b>Mystic Confluence</b> <span>3UU</span> </div> <div>           Instant         </div> <div> <p>Choose three. You may choose the same mode more than once.</p> <ul style="list-style-type: none"> <li>* Counter target spell unless its controller pays {3}.</li> <li>* Return target creature to its owner's hand.</li> <li>* Draw a card.</li> </ul> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Mystic Sanctuary</b> </div> <div>           Land -- Island         </div> <div> <p>{T}: Add {U}.)</p> <p>This land enters tapped unless you control three or more other Islands.</p> <p>When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Noxious Revival</b> <span>GP</span> </div> <div>           Instant         </div> <div> <p>{G/P} can be paid with either {G} or 2 life.)</p> <p>Put target card from a graveyard on top of its owner's library.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Oko, Thief of Crowns</b> <span>1GU</span> </div> <div>           Legendary Planeswalker -- Oko         </div> <div> <p>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.</p> <p>[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Otawara, Soaring City</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {U}.</p> <p>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand.</p> <p>This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                   | <div> <b>Polluted Delta</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                       | <div> <b>Ponder</b> <span>U</span> </div> <div>           Sorcery         </div> <div> <p>Look at the top three cards of your library, then put them back in any order. You may shuffle.</p> <p>Draw a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>             |

U

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.)

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## 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

③ ④

Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.

**\* / 1 + \***

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④ R R

You may exile a red card from your hand rather than pay this spell's mana cost. Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

## 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

① ②

**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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Basic Snow Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         |
| <div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stern Scolding</div><div>Instant</div><div>Counter target creature spell with power or toughness 2 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

|                                                                                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Stifle</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>        | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <div> <div>{T}: Add {R} or {G}.</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <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>Evoke--Exile a blue card from your hand.</div> </div> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Taiga</div> </div> <div> <div>Land -- Mountain Forest</div> <div> <div> <div>{T}: Add {R} or {G}.</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                           |
| <div> <div>Tale's End</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target activated ability, triggered ability, or legendary spell.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tamiyo, Inquisitive Student</div> </div> <div> <div>Card</div> <div> <div>-----</div> <div>OTHER FACE</div> <div>-----</div> <div>Tamiyo, Inquisitive Student</div> <div>Card</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          | <div> <div>Thundering Falls</div> </div> <div> <div>Land -- Island Mountain</div> <div> <div> <div>{T}: Add {U} or {R}.</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                | <div> <div>Tishana's Tidebinder</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> <div>Flash</div> <div>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.)</div> </div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Ivan\_Draw\_Go - Duel Commander (Duel Commander Trial 16)

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

## Land -- Forest Island

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

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®

Instant

Unholy Heat deals 2 damage to target creature or planeswalker.  
Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

## Enchantment

When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Legendary Creature -- Faerie Wizard

Flash  
Flying  
When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

3/1

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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

## Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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].

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3 G

## Enchantment

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

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

## 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

## Wrenn and Six

RG

Legendary Planeswalker -- Wrenn

[+1]: Return up to one target land card from your graveyard to your hand.

[-1]: Wrenn and Six deals 1 damage to any target.

[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)

**L 3**

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## Loot, the Pathfinder (2)(G)(U)(R)

Legendary Creature -- Beast Noble

Double strike, vigilance, haste  
Exhaust -- {G}, {T}: Add three mana  
of any one color. (Activate each  
exhaust ability only once.)  
Exhaust -- {U}, {T}: Draw three  
cards.  
Exhaust -- {R}, {T}: Loot deals 3  
damage to any target.

[sideboard]

2/4

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