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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Abhorrent Oculus</b> <span>2</span><span>U</span> </div> <div>           Creature -- Eye         </div> <div> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Arid Mesa</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                              | <div> <b>Blood Moon</b> <span>2</span><span>R</span> </div> <div>           Enchantment         </div> <div> <p>Nonbasic lands are Mountains.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                           | <div> <b>Bloodstained Mire</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                           |
| <div> <b>Brainstorm</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                             | <div> <b>Brazen Borrower</b> <span>1</span><span>U</span><span>U</span> </div> <div>           Creature -- Faerie Rogue         </div> <div> <p>Flash</p> <p>Flying</p> <p>This creature can block only creatures with flying.</p> </div> <div> <div>3/1</div> </div> <div>           ----- ADVENTURE -----         </div> <div> <div> <b>Petty Theft</b> <span>1</span><span>U</span> </div> <div>           Instant -- Adventure         </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Broadside Bombardiers</b> <span>2</span><span>R</span> </div> <div>           Creature -- Goblin Pirate         </div> <div> <p>Menace, haste</p> <p>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.)</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Burst Lightning</b> <span>R</span> </div> <div>           Instant         </div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div>Cascade Bluffs</div> <div>Land</div> <div>{T}: Add {C}.<br/>{U/R}, {T}: Add {U}{U}, {U}{R}, or {R}{R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Chain Lightning</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                            | <div>Clout of the Dominus</div> <div>Enchantment -- Aura</div> <div>Enchant creature<br/>As long as enchanted creature is blue, it gets +1/+1 and has shroud. (It can't be the target of spells or abilities.)<br/>As long as enchanted creature is red, it gets +1/+1 and has haste.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Command Tower</div> <div>Land</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>Consider</div> <div>Instant</div> <div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cori-Steel Cutter</div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Counterspell</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                 | <div>Daze</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.<br/>Counter target spell unless its controller pays {1}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Den of the Bugbear</div> <div>Land</div> <div>If you control two or more other lands, this land enters tapped. {T}: Add {R}. {3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Detective's Phoenix 2R</div> <div>Enchantment Creature -- Phoenix</div> <div>Bestow--{R}, Collect evidence 6. (To pay this bestow cost, pay {R} and exile cards with total mana value 6 or greater from your graveyard.) Flying, haste Enchanted creature gets +2/+2 and has flying and haste. You may cast this card from your graveyard using its bestow ability.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Dragon's Rage Channeler R</div> <div>Creature -- Human Shaman</div> <div>Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.) Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                        | <div>Dreadhorde Arcanist 1R</div> <div>Creature -- Zombie Wizard</div> <div>Trample Whenever this creature attacks, you may cast target instant or sorcery card with mana value less than or equal to this creature's power from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Enduring Curiosity 2UU</div> <div>Enchantment Creature -- Cat Glimmer</div> <div>Flash Whenever a creature you control deals combat damage to a player, draw a card. When Enduring Curiosity dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>      | <div>Expressive Iteration UR</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                    | <div>Fable of the Mirror-Breaker 2R</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>----- BACK FACE -----</div> <div>Reflection of Kiki-Jiki</div> <div>Enchantment Creature -- Goblin Shaman</div> <div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Faerie Mastermind 1U</div> <div>Creature -- Faerie Rogue</div> <div>Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                |

Land

{T}, Pay 1 life: Add {U} or {R}.  
 {1}, {T}, Sacrifice this land: Draw  
 a card.

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## Sorcery

Flame Slash deals 4 damage to target creature.

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Land

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

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①②

Creature -- Merfolk

Flash  
Vigilance  
When this creature enters, tap  
target creature an opponent controls  
and put a stun counter on it.  
{1}{U}, {T}: Shuffle this creature  
and target creature with a stun  
counter on it into their owners'  
libraries.

2/1

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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.

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U

Instant

Counter target spell unless its controller pays {1}.

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3 R R

Creature -- Elemental Incarnation

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

3/3

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®

Instant

Galvanic Blast deals 2 damage to any target.  
Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

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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.

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② ③

Devoid (This card has no color.)  
This spell costs {2} less to cast if  
an opponent controls a multicolored  
permanent.  
Ghostfire Slice deals 4 damage to  
any target.

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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.

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®

{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Nonbasic lands are Islands.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②⑤

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

U

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

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UUR

Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <b>Ledger Shredder</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Bird Advisor</div> <div> <div>Flying</div> <div>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.)</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Lightning Bolt</b> <div> <div></div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Lightning Bolt deals 3 damage to any target.</div> </div> <div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                       | <div> <b>Lose Focus</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>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}.</div> </div> <div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Magda, the Hoardmaster</b> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Dwarf Berserker</div> <div> <div>Whenever you commit a crime, create a tapped Treasure token. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) Sacrifice three Treasures: Create a 4/4 red Scorpion Dragon creature token with flying and haste. Activate only as a sorcery.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <b>Magus of the Moon</b> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Nonbasic lands are Mountains.</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                            | <div> <b>Malcolm, Alluring Scoundrel</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Siren Pirate</div> <div> <div>Flash</div> <div>Flying</div> <div>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.</div> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Mana Leak</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Counter target spell unless its controller pays {3}.</div> </div> <div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                          | <div> <b>Memory Lapse</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>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.</div> </div> <div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                    |

Playtest cards - grumgrum - 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 6/13 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Mental Misstep</div> <div>UP</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                | <div> <div>Mishra's Bauble</div> <div>Θ</div> </div> <div>Artifact</div> <div> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                     | <div> <div>Misty Rainforest</div> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Mockingbird</div> <div>XU</div> </div> <div>Creature -- Bird Bard</div> <div> <p>Flying</p> <p>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Mystic Sanctuary</div> <div></div> </div> <div>Land -- Island</div> <div> <p>{T}: Add {U}.)</p> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Otawara, Soaring City</div> <div></div> </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. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Polluted Delta</div> <div></div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>   | <div> <div>Ponder</div> <div>U</div> </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. Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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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{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

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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.

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**\* / 1 + \***

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①②

Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.

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

- - - BACK FACE - - -

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

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

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②③

Haste  
Whenever this creature is dealt damage, it deals that much damage to any other target. If a player is dealt damage this way, they can't gain life for the rest of the game.

3/3

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Sacrifice this enchantment: It deals 2 damage to any target.

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| <div><div>Sink into Stupor<div>①②③</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</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.<br/>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snap<div>①②</div></div><div>Instant</div><div>Return target creature to its owner's hand. Untap up to two lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snapcaster Mage<div>①②</div></div><div>Creature -- Human Wizard</div><div>Flash<br/>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>2/1</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 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>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> |

## Snow-Covered Mountain

Basic Snow Land -- Mountain

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

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## Sokenzan, Crucible of Defiance

## Legendary Land

{T}: Add {R}.  
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Snare

U

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spirebluff Canal

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Steam Vents

Land - - Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stormcarved Coast

Land

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

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

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sulfur Falls

Land

This land enters tapped unless you control an Island or a Mountain.  
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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| <div><div><div>Wash Away</div><div>Instant</div><div>Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)<br/>Counter target spell [that wasn't cast from its owner's hand].</div></div><div><div>U</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Young Pyromancer</div><div>Creature -- Human Shaman</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 red Elemental creature token.</div></div><div><div>1R</div></div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Malcolm, the Eyes</div><div>Legendary Creature -- Siren Pirate</div><div>Flying, haste<br/>Whenever you cast your second spell each turn, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>[sideboard]</div></div><div><div>UR</div></div></div> <div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
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