

Abhorrent Oculus (2)(U) Creature -- Eye As an additional cost to cast this spell, exile six cards from your graveyard. Flying 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.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Animate Dead (1)(B) Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arid Mesa Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Badlands Land -- Swamp Mountain ({T}: Add {B} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Barrowgoyf (2)(B) Creature -- Lhurgoyf Deathtouch, lifelink Barrowgoyf'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 deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basim Ibn Ishaq (U)(B) Legendary Creature -- Human Assassin Whenever you cast a historic spell, draw a card. Basim Ibn Ishaq can't be blocked this turn. This ability triggers only once each turn. (Artifacts, legends, and Sagas are historic.) Whenever Basim Ibn Ishaq deals combat damage to a player, put a +1/+1 counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} 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

Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broadside Bombardiers 2R Creature -- Goblin Pirate Menace, haste 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Card OTHER FACE Clearwater Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cori-Steel Cutter 1R Artifact -- Equipment Equipped creature gets +1/+1 and has trample and haste. 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.) Equip {1}{R} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Creeping Tar Pit Land This land enters tapped. {T}: Add {U} or {B}. {1}{U}{B}: Until end of turn, this land becomes a 3/2 blue and black Elemental creature. It's still a land. It can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Daze 1 U Instant You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Tutor 1 B Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detective's Phoenix 2 R Enchantment Creature -- Phoenix 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 1 BP BP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drown in the Loch U B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fable of the Mirror-Breaker 2R Enchantment -- Saga (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. ----- BACK FACE ----- Reflection of Kiki-Jiki Enchantment Creature -- Goblin Shaman {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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fallen Shinobi 3UB Creature -- Zombie Ninja Ninjutsu {2}{U}{B} ({2}{U}{B}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, that player exiles the top two cards of their library. Until end of turn, you may play those cards without paying their mana costs. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push B Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flare of Denial 1UU Instant You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Negation 1UU Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Will 3UU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force Spike U Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fury (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. Evoke--Exile a red card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Galvanic Discharge (R) Instant 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	Gitaxian Probe (UP) Sorcery ({U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ingenious Infiltrator (2)(U)(B) Creature -- Vedalken Ninja Ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever a Ninja you control deals combat damage to a player, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisition of Kozilek (B) Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Intuition (2)(U) Instant Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaito, Bane of Nightmares (2)(U)(B) Legendary Planeswalker -- Kaito Ninjutsu {1}{U}{B} ({1}{U}{B}), Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) During your turn, as long as Kaito has one or more loyalty counters on him, he's a 3/4 Ninja creature and has hexproof. [+1]: You get an emblem with "Ninjas you control get +1/+1." [0]: Surveil 2. Then draw a card for each opponent who lost life this turn. [-2]: Tap target creature. Put two stun counters on it. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ledger Shredder (1)(U) Creature -- Bird Advisor Flying Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt (R) Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lose Focus (1)(U) Instant Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Loyal Apprentice (1)(R) Creature -- Human Artificer Haste Lieutenant -- At the beginning of combat on your turn, if you control your commander, create a 1/1 colorless Thopter artifact creature token with flying. That token gains haste until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malcolm, Alluring Scoundrel (1)(U) Legendary Creature -- Siren Pirate Flash Flying Whenever Malcolm deals combat damage to a player, put a chorus counter on it. Draw a card, then discard a card. If there are four or more chorus counters on Malcolm, you may cast the discarded card without paying its mana cost. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malcolm, the Eyes (U)(R) Legendary Creature -- Siren Pirate Flying, haste 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.") 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Lapse 1 U Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mental Misstep UP Instant ({U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mist-Syndicate Naga 2 U Creature -- Snake Ninja Ninjutsu {2}{U} ({2}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, create a token that's a copy of this creature. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mockingbird X U Creature -- Bird Bard Flying 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Moon-Circuit Hacker (1)(U) Enchantment Creature -- Human Ninja Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murktide Regent (5)(U)(U) Creature -- Dragon Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Flying This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ninja of the Deep Hours (3)(U) Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters (1)(B) Creature -- Orc Archer 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. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder (U) Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain (U) Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psychic Frog ⓈⓇ Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyrogoyf ③Ⓡ Creature -- Lhurgoyf 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+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raucous Theater Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Remand ①Ⓢ Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Satoru, the Infiltrator ⓈⓇ Legendary Creature -- Human Ninja Rogue Menace Whenever Satoru and/or one or more other nontoken creatures you control enter, if none of them were cast or no mana was spent to cast them, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sea-Dasher Octopus 1 U U Creature -- Octopus Mutate {1}{U} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Flash Whenever this creature deals combat damage to a player, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sink into Stupor 1 U U Instant Return target spell or nonland permanent an opponent controls to its owner's hand. BACK FACE Soporific Springs Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snapcaster Mage 1 U Creature -- Human Wizard Flash When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spell Snare U Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Playtest cards - Jussito - 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 10/13 - 8 cards - 2.5 x 3.5 in each

Sunken Ruins Land {T}: Add {C}. {U/B}, {T}: Add {U}{U}, {U}{B}, or {B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Pact Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Terminate Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thundering Falls Land -- Island Mountain ({T}: Add {U} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Troll of Khazad-dûm Creature -- Troll This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Undercity Sewers

Land -- Island Swamp

([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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground River

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unearth

(B)

Sorcery

Return target creature card with
mana value 3 or less from your
graveyard to the battlefield.
Cycling {2} ({2}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volcanic Island

Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wash Away

U

Instant

Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)

Counter target spell [that wasn't cast from its owner's hand].

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Watery Grave

Land -- Island Swamp

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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

Yuriko, the Tiger's Shadow (1)(U)(B)

Legendary Creature -- Human Ninja

Commander ninjutsu {U}{B} ({U}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand or the command zone tapped and attacking.)

Whenever a Ninja you control deals combat damage to a player, reveal the top card of your library and put that card into your hand. Each opponent loses life equal to that card's mana value.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rograkh, Son of Rohgahh ①

Legendary Creature -- Kobold Warrior

First strike, menace, trample
Partner (You can have two commanders if both have partner.)

[sideboard]

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silas Renn, Seeker Adept (1)(U)(B)

Legendary Artifact Creature -- Human

Deathtouch
Whenever Silas Renn deals combat damage to a player, choose target artifact card in your graveyard. You may cast that card this turn.
Partner (You can have two commanders if both have partner.)

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev