



U

Draw three cards, then put two cards from your hand on top of your library in any order.

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## Land -- Forest Island

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

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**B**

Until end of turn, whenever a player taps a Swamp for mana, that player adds an additional {B}.

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①

Add {B}{B}{B}.  
Threshold -- Add {B}{B}{B}{B}{B}  
instead if there are seven or more  
cards in your graveyard.

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U

Counter target spell.

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**B**

Destroy target creature with total power and toughness 5 or less.

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③

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

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.

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(B/G)

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)

{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

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1/2

## DeLuge of Doom

2 B

## Sorcery

All creatures get -X/-X until end of turn, where X is the number of card types among cards in your graveyard.

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## Demonic Consultation

**B**

Instant

Choose a card name. Exile the top six cards of your library, then reveal cards from the top of your library until you reveal a card with the chosen name. Put that card into your hand and exile all other cards revealed this way.

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## Demonic Tutor

① ②

## Sorcery

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

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## Doomsday

BBB

Sorcery

Search your library and graveyard for five cards and exile the rest. Put the chosen cards on top of your library in any order. You lose half your life, rounded up.

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## Dreamroot Cascade

Land

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

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## Drown in the Loch

UB

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.

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## Duress

**B**

## Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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## Edge of Autumn

① ⑥

Sorcery

If you control four or fewer lands, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

**Cycling-Sacrifice** a land.  
(Sacrifice a land, Discard this card: Draw a card.)

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| <div><div><div>Exploration</div><div>G</div></div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fetid Pools</div><div></div></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Force Spike</div><div>U</div></div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Forest</div><div></div></div><div>Basic Land -- Forest</div><div>{T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                               | <div><div><div>Frantic Search</div><div>2U</div></div><div>Instant</div><div>Draw two cards, then discard two cards. Untap up to three lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Gitaxian Probe</div><div>UP</div></div><div>Sorcery</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |

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| <div>Gloomlake Verge</div> <div>Land</div> <div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Gush4U</div> <div>Instant</div> <div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hedge Maze</div> <div>Land -- Forest Island</div> <div>( {T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>High TideU</div> <div>Instant</div> <div>Until end of turn, whenever a player taps an Island for mana, that player adds an additional {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       |
| <div>Inquisition of KozilekB</div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Island</div> <div>Basic Land -- Island</div> <div>( {T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        | <div>Jace, Wielder of Mysteries1UUU</div> <div>Legendary Planeswalker -- Jace</div> <div>If you would draw a card while your library has no cards in it, you win the game instead.<br/>[+1]: Target player mills two cards. Draw a card.<br/>[-8]: Draw seven cards. Then if your library has no cards in it, you win the game.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lake of the Dead</div> <div>Land</div> <div>If this land would enter, sacrifice a Swamp instead. If you do, put this land onto the battlefield. If you don't, put it into its owner's graveyard.<br/>{T}: Add {B}.<br/>{T}, Sacrifice a Swamp: Add {B}{B}{B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Logic Knot</div> <div> <div>X</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Counter target spell unless its controller pays {X}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lórien Revealed</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Draw three cards.</p> <p>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Marsh Flats</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>       | <div> <div>Memory Deluge</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Mental Misstep</div> <div> <div>UP</div> </div> </div> <div>Instant</div> <div> <p>{U/P} can be paid with either {U} or 2 life.)</p> <p>Counter target spell with mana value 1.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                            | <div> <div>Mistrise Village</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control a Mountain or a Forest.</p> <p>{T}: Add {U}.</p> <p>{U}, {T}: The next spell you cast this turn can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                     | <div> <div>Misty Rainforest</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>Murderous Cut</div> <div> <div>4</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Destroy target creature.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                    |

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| <div>Mystic Sanctuary</div> <div>Land -- Island</div> <div>           ({T}: Add {U}.)<br/>           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.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Oko, Thief of Crowns ①⑥⑦</div> <div>Legendary Planeswalker -- Oko</div> <div>           [+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br/>           [+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.<br/>           [-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.         </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Orcish Bowmasters ①⑧</div> <div>Creature -- Orc Archer</div> <div>           Flash<br/>           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.         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>           ({T}: Add {B} or {G}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>    |
| <div>Pact of Negation ⑨</div> <div>Instant</div> <div>           Counter target spell.<br/>           At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                         | <div>Personal Tutor ⑩</div> <div>Sorcery</div> <div>           Search your library for a sorcery card, reveal it, then shuffle and put that card on top.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                   | <div>Planar Genesis ⑥⑦</div> <div>Instant</div> <div>           Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>          | <div>Polluted Delta</div> <div>Land</div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <div>Ponder</div> <div> <div>U</div> </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>                                                                                                                                                                             | <div> <div>Preordain</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Prismatic Vista</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land 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>Profane Tutor</div> </div> <div>Sorcery</div> <div> <p>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Psychic Frog</div> <div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Frog</div> <div> <p>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.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rakshasa's Bargain</div> <div> <div>2/B</div> <div>2/G</div> <div>2/U</div> </div> </div> <div>Instant</div> <div> <p>Look at the top four cards of your library. Put two of them into your hand and the rest into your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>         | <div> <div>Remand</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Scalding Tarn</div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                |

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| <div> Shipwreck Marsh </div> <div> Land </div> <div> This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {B}. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> Snapcaster Mage </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> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> Snow-Covered Forest </div> <div> Basic Snow Land -- Forest </div> <div> ({T}: Add {G}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> Snow-Covered Island </div> <div> Basic Snow Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                  |
| <div> Snow-Covered Swamp </div> <div> Basic Snow Land -- Swamp </div> <div> ({T}: Add {B}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </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 PLAY    botbox.dev </div>                                                                                                                                                                                                                                           | <div> Spell Snare </div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>   | <div> Squandered Resources </div> <div> Enchantment </div> <div> Sacrifice a land: Add one mana of any type the sacrificed land could produce. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

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| <div> <div>Sunken Ruins</div> <div>Land</div> <div> { T } : Add { C } .<br/> { U / B } , { T } : Add { U } { U } , { U } { B } , or { B } { B } . </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                           | <div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> ( { T } : Add { B } . ) </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                               | <div> <div>Tainted Pact</div> <div> 1 B </div> <div>Instant</div> <div> Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Tamiyo, Inquisitive Student</div> <div>Card</div> <div> <div>OTHER FACE</div> <div>Tamiyo, Inquisitive Student</div> <div>Card</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                              |
| <div> <div>Temporal Mastery</div> <div> 5 U U </div> <div>Sorcery</div> <div> Take an extra turn after this one. Exile Temporal Mastery.<br/> Miracle { 1 } { U } (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Tendrils of Agony</div> <div> 2 B B </div> <div>Sorcery</div> <div> Target player loses 2 life and you gain 2 life.<br/> Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Thoughtseize</div> <div> B </div> <div>Sorcery</div> <div> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                             | <div> <div>Treachery</div> <div> 3 U U </div> <div>Enchantment -- Aura</div> <div> Enchant creature<br/> When this Aura enters, untap up to five lands.<br/> You control enchanted creature. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <b>Troll of Khazad-dûm</b> (5)(B)<br><hr/> Creature -- Troll<br><hr/> <p>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.)</p> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Tropical Island</b><br><hr/> Land -- Forest Island<br><hr/> ({T}: Add {G} or {U}.)                                                             | <b>Turnabout</b> (2)(U)(U)<br><hr/> Instant<br><hr/> <p>Choose artifact, creature, or land. Tap all untapped permanents of the chosen type target player controls, or untap all tapped permanents of that type that player controls.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Undercity Sewers</b><br><hr/> Land -- Island Swamp<br><hr/> ({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.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                |
| <b>Underground Mortuary</b><br><hr/> Land -- Swamp Forest<br><hr/> ({T}: Add {B} or {G}.) 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.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               | <b>Underground Sea</b><br><hr/> Land -- Island Swamp<br><hr/> ({T}: Add {U} or {B}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Urborg, Tomb of Yawgmoth</b><br><hr/> Legendary Land<br><hr/> <p>Each land is a Swamp in addition to its other land types.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                        | <b>Utopia Sprawl</b> (G)<br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Veil of Summer</b> <span>Ⓞ</span><br><hr/> Instant<br><hr/> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Verdant Catacombs</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Wash Away</b> <span>Ⓢ</span><br><hr/> Instant<br><hr/> <p>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].</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Wastewood Verge</b><br><hr/> Land<br><hr/> <p>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 |
| <b>Watery Grave</b><br><hr/> Land -- Island Swamp<br><hr/> <p>({T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                 | <b>Wild Growth</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> <p>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <b>Willowrush Verge</b><br><hr/> Land<br><hr/> <p>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       | <b>Windswept Heath</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> <hr/> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - Fuz65 - 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 12/13 - 8 cards - 2.5 x 3.5 in each

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Yawgmoth's Will</div> <div>Sorcery</div> <div>           (2)(B)           <br/>           Until end of turn, you may play lands and cast spells from your graveyard.           <br/>           If a card would be put into your graveyard from anywhere this turn, exile that card instead.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Zagoth Triome</div> <div>Land -- Swamp Forest Island</div> <div>           ({T}: Add {B}, {G}, or {U}.)           <br/>           This land enters tapped.           <br/>           Cycling {3} ({3}, Discard this card: Draw a card.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>           Glarb, Calamity's Augur           (B)(G)(U)         </div> <div>           Legendary Creature -- Frog Wizard Noble           <br/>           Deathtouch           <br/>           You may look at the top card of your library any time.           <br/>           You may play lands and cast spells with mana value 4 or greater from the top of your library.           <br/>           {T}: Surveil 2.           <br/>           [sideboard]           <br/> <div>2/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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