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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Abrade</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Abrade deals 3 damage to target creature.</li> <li>* Destroy target artifact.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Adarkar Wastes</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {W} or {U}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                               | <div>Ancestral Vision</div> <div>Sorcery</div> <div> <p>Suspend 4--{U} (Rather than cast this card from your hand, pay {U} and exile it with four 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.)</p> <p>Target player draws three cards.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Arid Mesa</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                  |
| <div>Badlands</div> <div>Land -- Swamp Mountain</div> <div> <p>({T}: Add {B} or {R}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                             | <div>Baleful Strix</div> <div> <div>U</div> <div>B</div> </div> <div>Artifact Creature -- Bird</div> <div> <p>Flying, deathtouch</p> <p>When this creature enters, draw a card.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Battlefield Forge</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {R} or {W}. This land deals 1 damage to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                | <div>Bitterblossom</div> <div> <div>1</div> <div>B</div> </div> <div>Kindred Enchantment -- Faerie</div> <div> <p>At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div>Blood Crypt</div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} 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>Bloodstained Mire</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div>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>Cavern of Souls</div> <div>Land</div> <div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Caves of Koilos</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</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>Chandra, Torch of Defiance</div> <div>Legendary Planeswalker -- Chandra</div> <div>[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.<br/>[+1]: Add {R}{R}.<br/>[-3]: Chandra deals 4 damage to target creature.<br/>[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>City of Brass</div> <div>Land</div> <div>Whenever this land becomes tapped, it deals 1 damage to you.<br/>{T}: Add one mana of any color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                          |

Playtest cards - \_Shatun\_ - Commander (1v1 Commander Challenge)

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 2/13 - 8 cards - 2.5 x 3.5 in each

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| <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</div> <div>botbox.dev</div> </div>                                                                                                                                              | <div> <b>Control Magic</b> <div> 2 U U </div> </div> <div> Enchantment -- Aura </div> <div> Enchant creature<br/>You control enchanted creature. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                           | <div> <b>Counterspell</b> <div> U U </div> </div> <div> Instant </div> <div> Counter target spell. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                             | <div> <b>Dack Fayden</b> <div> 1 U R </div> </div> <div> Legendary Planeswalker -- Dack </div> <div> [+1]: Target player draws two cards, then discards two cards.<br/>[-2]: Gain control of target artifact.<br/>[-6]: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents." </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Dark Confidant</b> <div> 1 B </div> </div> <div> Creature -- Human Wizard </div> <div> At the beginning of your upkeep, reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Daze</b> <div> 1 U </div> </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</div> <div>botbox.dev</div> </div> | <div> <b>Dismember</b> <div> 1 BP BP </div> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Dragonskull Summit</b> </div> <div> Land </div> <div> This land enters tapped unless you control a Swamp or a Mountain.<br/>{T}: Add {B} or {R}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                     |

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| <b>Drowned Catacomb</b><br><hr/> Land<br><hr/> This land enters tapped unless you control an Island or a Swamp.<br>{T}: Add {U} or {B}.                                                                                                                    | <b>Duress</b> <b>(B)</b><br><hr/> Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. | <b>Evasive Action</b> <b>(1)(U)</b><br><hr/> Instant<br><hr/> Domain -- Counter target spell unless its controller pays {1} for each basic land type among lands you control.                                                                                             | <b>Fact or Fiction</b> <b>(3)(U)</b><br><hr/> Instant<br><hr/> 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. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                         |
| <b>Fatal Push</b> <b>(B)</b><br><hr/> Instant<br><hr/> 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. | <b>Fetid Heath</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{W/B}, {T}: Add {W}{W}, {W}{B}, or {B}{B}.                                                                  | <b>Fiery Confluence</b> <b>(2)(R)(R)</b><br><hr/> Sorcery<br><hr/> Choose three. You may choose the same mode more than once.<br>* Fiery Confluence deals 1 damage to each creature.<br>* Fiery Confluence deals 2 damage to each opponent.<br>* Destroy target artifact. | <b>Fire Covenant</b> <b>(1)(B)(R)</b><br><hr/> Instant<br><hr/> As an additional cost to cast this spell, pay X life.<br>Fire Covenant deals X damage divided as you choose among any number of target creatures.          |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                         |

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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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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

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp

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

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## Land

{T}: Add {C}.  
{B/R}, {T}: Add {B}{B}, {B}{R}, or  
{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Island

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

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| <div> <b>Mana Confluence</b> </div> <div> Land </div> <div> {T}, Pay 1 life: Add one mana of any color. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                    | <div> <b>Mana Leak</b> <div> 1 U </div> </div> <div> Instant </div> <div> Counter target spell unless its controller pays {3}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                        | <div> <b>Mana Tithe</b> <div> W </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> <b>Marsh Flats</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                                               |
| <div> <b>Meddling Mage</b> <div> W U </div> </div> <div> Creature -- Human Wizard </div> <div> As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Memory Lapse</b> <div> 1 U </div> </div> <div> Instant </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Misty Rainforest</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Mystic Confluence</b> <div> 3 U U </div> </div> <div> Instant </div> <div> Choose three. You may choose the same mode more than once. <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 PLAYbotbox.dev </div> |



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| <div><div><div>Red Elemental Blast</div><div><div>R</div></div></div><div><div>Instant</div></div><div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      | <div><div><div>Reflecting Pool</div></div><div><div>Land</div></div><div><div>{T}: Add one mana of any type that a land you control could produce.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                 | <div><div><div>Remand</div><div><div>1U</div></div></div><div><div>Instant</div></div><div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>River of Tears</div></div><div><div>Land</div></div><div><div>{T}: Add {U}. If you played a land this turn, add {B} instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Rolling Earthquake</div><div><div>XR</div></div></div><div><div>Sorcery</div></div><div><div>Rolling Earthquake deals X damage to each creature without horsemanship and each player.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Sacred Foundry</div></div><div><div>Land -- Mountain Plains</div></div><div><div>{T}: Add {R} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Scalding Tarn</div></div><div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  | <div><div><div>Scrubland</div></div><div><div>Land -- Plains Swamp</div></div><div><div>{T}: Add {W} or {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                               |

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| <div><div><div>Search for Azcanta</div><div>1U</div></div><div>Legendary Enchantment</div><div>At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.)</div><div>----- BACK FACE -----</div><div><div>Azcanta, the Sunken Ruin</div><div>Legendary Land</div><div>(Transforms from Search for Azcanta.)<br/>{T}: Add {U}.<br/>{2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shivan Reef</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 | <div><div><div>Snapcaster Mage</div><div>1U</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><div>Spell Pierce</div><div>U</div></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><div>Steam Vents</div></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><div>Stoneforge Mystic</div><div>1W</div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sulfur Falls</div></div><div>Land</div><div>This land enters tapped unless you control an Island or a Mountain.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div><div><div>Sulfurous Springs</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {R}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <div>Sunken Ruins</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{U/B}, {T}: Add {U}{U}, {U}{B}, or {B}{B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                        | <div>Sword of Feast and Famine ③</div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +2/+2 and has protection from black and from green.</div> <div>Whenever equipped creature deals combat damage to a player, that player discards a card and you untap all lands you control.</div> <div>Equip {2}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swords to Plowshares ⑦</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tainted Pact ①B</div> <div>Instant</div> <div>Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Thoughtseize ⑤</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Toxic Deluge ②B</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, pay X life.</div> <div>All creatures get -X/-X until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div>Tundra</div> <div>Land -- Plains Island</div> <div>({T}: Add {W} or {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                 | <div>Ulcerate ⑤</div> <div>Instant</div> <div>Target creature gets -3/-3 until end of turn. You lose 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                       |

②

Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one --

- \* Equipped creature gets +2/+2 until end of turn.
- \* Target creature gets -1/-1 until end of turn.
- \* You gain 2 life.

Equip {2}

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## Land

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

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Land -- Island Swamp

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

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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.

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① W B

Destroy target permanent.

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## Land -- Island Mountain

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

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## Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

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## 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

sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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.

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| <div><div><b>Windswept Heath</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Wooded Foothills</b></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Kraum, Ludevic's Opus</b> ③④⑤</div><div>Legendary Creature -- Zombie Horror</div><div>Flying, haste<br/>Whenever an opponent casts their second spell each turn, draw a card.<br/>Partner (You can have two commanders if both have partner.)</div><div>[sideboard]</div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Tymna the Weaver</b> ①②③</div><div>Legendary Creature -- Human Cleric</div><div>Lifelink<br/>At the beginning of each of your postcombat main phases, you may pay X life, where X is the number of opponents that were dealt combat damage this turn. If you do, draw X cards.<br/>Partner (You can have two commanders if both have partner.)</div><div>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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