

Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Vengeant 2 R W Legendary Planeswalker -- Ajani [+1]: Target permanent doesn't untap during its controller's next untap step. [-2]: Ajani deals 3 damage to any target and you gain 3 life. [-7]: Destroy all lands target player controls. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Vision Sorcery 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.) Target player draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. 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	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 PLAY botbox.dev	Calciform Pools Land {T}: Add {C}. {1}, {T}: Put a storage counter on this land. {1}, Remove X storage counters from this land: Add X mana in any combination of {W} and/or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Capture of Jingzhou (3)(U)(U) Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain Lightning (R) Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chandra, Flamecaller (4)(R)(R) Legendary Planeswalker -- Chandra [+1]: Create two 3/1 red Elemental creature tokens with haste. Exile them at the beginning of the next end step. [0]: Discard all the cards in your hand, then draw that many cards plus one. [-X]: Chandra deals X damage to each creature. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chandra, Torch of Defiance (2)(R)(R) Legendary Planeswalker -- Chandra [+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent. [+1]: Add {R}{R}. [-3]: Chandra deals 4 damage to target creature. [-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox (0) Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clifftop Retreat Land This land enters tapped unless you control a Mountain or a Plains. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{T}: Add one mana of any color.
{T}: Put a charge counter on this artifact.
At the beginning of your first main phase, remove all charge counters from this artifact. Add one mana of any color for each charge counter removed this way.

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Land

{T}: Add one mana of any color in your commander's color identity.

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X U

Counter target spell unless its controller pays {X}. 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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Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.

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UU

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U U

Choose two --

- * Counter target spell.
- * Return target permanent to its owner's hand.
- * Tap all creatures your opponents control.
- * Draw a card.

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[+1]: Target player draws two cards, then discards two cards.
[-2]: Gain control of target artifact.
[-6]: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents."

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Destroy all creatures.

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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	Desolate Lighthouse Land {T}: Add {C}. {1}{U}{R}, {T}: Draw a card, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Electrolyze 1 U R Instant Electrolyze deals 2 damage divided as you choose among one or two targets. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elspeth, Sun's Champion 4 W W Legendary Planeswalker -- Elspeth [+1]: Create three 1/1 white Soldier creature tokens. [-3]: Destroy all creatures with power 4 or greater. [-7]: You get an emblem with "Creatures you control get +2/+2 and have flying." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Evasive Action 1 U Instant Domain -- Counter target spell unless its controller pays {1} for each basic land type among lands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fact or Fiction 3 U Instant 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	Fellwar Stone 2 Artifact {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bartonfink4 - 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 4/13 - 8 cards - 2.5 x 3.5 in each

2 R R

Choose three. You may choose the same mode more than once.

- * Fiery Confluence deals 1 damage to each creature.
- * Fiery Confluence deals 2 damage to each opponent.
- * Destroy target artifact.

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Fire deals 2 damage divided as you choose among one or two targets.

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Tap target permanent.
Draw a card.

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Flame Slash deals 4 damage to target creature.

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{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 PLAY botbox.dev

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}.

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

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This artifact doesn't untap during
your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.
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Hall of the Bandit Lord Legendary Land Hall of the Bandit Lord enters tapped. {T}, Pay 3 life: Add {C}. If that mana is spent on a creature spell, it gains haste.	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Island Basic Land -- Island ({T}: Add {U}.)	Island Basic Land -- Island ({T}: Add {U}.)
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
Island Basic Land -- Island ({T}: Add {U}.)	Jace, Architect of Thought ②③④ Legendary Planeswalker -- Jace [+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn. [-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order. [-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs. L 4	Jace, the Mind Sculptor ②③④ Legendary Planeswalker -- Jace [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library. [0]: Draw three cards, then put two cards from your hand on top of your library in any order. [-1]: Return target creature to its owner's hand. [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. L 3	Lightning Bolt ⑤ Instant Lightning Bolt deals 3 damage to any target.
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

Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

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Mana Leak

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Instant

Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Tithe

W

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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Memory Lapse

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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.

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Mental Misstep

UP

Instant

{U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

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Miscalculation

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Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

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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.

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Myriad Landscape Land This land enters tapped. {T}: Add {C}. {2}, {T}, Sacrifice this land: Search your library for up to two basic land cards that share a land type, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Confluence 3UU Instant Choose three. You may choose the same mode more than once. * Counter target spell unless its controller pays {3}. * Return target creature to its owner's hand. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystic Gate Land {T}: Add {C}. {W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Narset Transcendent 2WU Legendary Planeswalker -- Narset [+1]: Look at the top card of your library. If it's a noncreature, nonland card, you may reveal it and put it into your hand. [-2]: When you next cast an instant or sorcery spell from your hand this turn, it gains rebound. (Exile the spell as it resolves. At the beginning of your next upkeep, you may cast that card from exile without paying its mana cost.) [-9]: You get an emblem with "Your opponents can't cast noncreature spells." L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nevermore 1WW Enchantment As this enchantment enters, choose a nonland card name. Spells with the chosen name can't be cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oust W Sorcery Put target creature into its owner's library second from the top. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pact of Negation 0 Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains ({T}): Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plateau Land -- Mountain Plains ({T}): Add {R} or {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Remand 1U 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
Rishadan Port Land {T}: Add {C}. {1}, {T}: Tap target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sacred Foundry Land -- Mountain Plains ({T}): Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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	Search for Azcanta 1U Legendary Enchantment 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.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

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Sorcery

Slice and Dice deals 4 damage to each creature.

Cycling {2}{R} ({2}{R}, Discard this card: Draw a card.)

When you cycle this card, you may have it deal 1 damage to each creature.

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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

Instant
Counter target noncreature spell unless its controller pays {2}.

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Land -- Island Mountain

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

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Land

This land enters tapped unless you control an Island or a Mountain.

{T}: Add **{U}** or **{R}**.

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Sorcery
This spell can't be countered. Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

Sweltering Suns deals 3 damage to each creature.

Cycling {3} ({3}, Discard this card, Draw a card.)

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Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Progress 2 Artifact {T}: Add {C}. {T}: Add {W} or {U}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Enlightenment Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple of the False God Land {T}: Add {C}{C}. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Triumph Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporal Manipulation 3UU Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporal Mastery 5UU Sorcery Take an extra turn after this one. Exile Temporal Mastery. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Time Warp 3UU Sorcery Target player takes an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tithe W Instant Search your library for a Plains card. If target opponent controls more lands than you, you may search your library for an additional Plains card. Reveal those cards, put them into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tundra Land -- Plains Island {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ugin, the Spirit Dragon 8 Legendary Planeswalker -- Ugin [+2]: Ugin deals 3 damage to any target. [-X]: Exile each permanent with mana value X or less that's one or more colors. [-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield. L 7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Unexpectedly Absent XWW Instant Put target nonland permanent into its owner's library just beneath the top X cards of that library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Island Land -- Island Mountain {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

