

**B G**

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

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## Land

{T}: Add {C}{C}. This land deals 2 damage to you.

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## Land -- Swamp Forest

( {T}: Add {B} or {G}.)

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**G**

Creature -- Bird

Flying  
{T}: Add one mana of any color.

0/1

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## Land

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

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2 B B

Creature -- Phyrexian Minion

When this creature enters, exile it unless you discard a creature card. When this creature dies, exile it and return target creature card from your graveyard to the battlefield.

2/2

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## Land

This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

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## Land

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

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| <div> <div>Brainstorm</div> <div>Instant</div> <div>           Draw three cards, then put two cards from your hand on top of your library in any order.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                              | <div> <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>           ({T}: Add {G} or {U}.)<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>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.<br/>           Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Cephalid Coliseum</div> <div>Land</div> <div>           {T}: Add {U}. This land deals 1 damage to you.<br/>           Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards.<br/>           Activate only if there are seven or more cards in your graveyard.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Chrome Mox</div> <div>Artifact</div> <div>           Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.<br/>           {T}: Add one mana of any of the exiled card's colors.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                     | <div> <div>Collective Brutality</div> <div>Sorcery</div> <div>           Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)<br/>           Choose one or more --<br/>           * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.<br/>           * Target creature gets -2/-2 until end of turn.<br/>           * Target opponent loses 2 life and you gain 2 life.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Command Tower</div> <div>Land</div> <div>           {T}: Add one mana of any color in your commander's color identity.         </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                         |

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| <div> <b>Dark Confidant</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <p>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.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                               | <div> <b>Darkslick Shores</b> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                          | <div> <b>Day's Undoing</b> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Daze</b> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>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}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <b>Deathrite Shaman</b> <div> <div>6/6</div> </div> </div> <div> <div>Creature -- Elf Shaman</div> <div> <p>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/> {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/> {G}, {T}: Exile target creature card from a graveyard. You gain 2 life.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <b>Demonic Tutor</b> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <p>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> <b>Dig Through Time</b> <div> <div>6</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/> Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                | <div> <b>Disrupt</b> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target instant or sorcery spell unless its controller pays {1}.<br/> Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                       |

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| <b>Drowned Catacomb</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control an Island or a Swamp.<br/> {T}: Add {U} or {B}.</p> | <b>Duress</b> <b>B</b><br><hr/> Sorcery<br><hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p>           | <b>Exotic Orchard</b><br><hr/> Land<br><hr/> <p>{T}: Add one mana of any color that a land an opponent controls could produce.</p>                                                                                                                                       | <b>Flash</b> <b>1</b> <b>U</b><br><hr/> Instant<br><hr/> <p>You may put a creature card from your hand onto the battlefield. If you do, sacrifice it unless you pay its mana cost reduced by {2}.</p>       |
| 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>Flooded Grove</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {G/U}, {T}: Add {G}{G}, {G}{U}, or {U}{U}.</p>                                 | <b>Flooded Strand</b><br><hr/> Land<br><hr/> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> | <b>Flusterstorm</b> <b>U</b><br><hr/> Instant<br><hr/> <p>Counter target instant or sorcery spell unless its controller pays {1}.<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.)</p> | <b>Force of Will</b> <b>3</b> <b>U</b> <b>U</b><br><hr/> Instant<br><hr/> <p>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/> Counter target spell.</p> |
| 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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| <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>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> <div>Grim Tutor</div> <div>1BB</div> </div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Hinterland Harbor</div> </div> <div>Land</div> <div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                            |
| <div> <div>Imperial Seal</div> <div>B</div> </div> <div>Sorcery</div> <div>Search your library for a card, then shuffle and put that card on top.<br/>You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Inquisition of Kozilek</div> <div>B</div> </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> <div>Island</div> </div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     | <div> <div>Jace, the Mind Sculptor</div> <div>2UUU</div> </div> <div>Legendary Planeswalker -- Jace</div> <div>[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/>[0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/>[-1]: Return target creature to its owner's hand.<br/>[-12]: Exile all cards from target player's library, then that player shuffles their hand into their library.</div> <div> <div>L</div> <div>3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Jace, Vryn's Prodigy</div><div>1U</div></div><div>Legendary Creature -- Human Wizard</div><div>{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.</div><div>0/2</div><div>----- BACK FACE -----</div><div><div>Jace, Telepath Unbound</div><div>Legendary Planeswalker -- Jace</div><div>[+1]: Up to one target creature gets -2/-0 until your next turn.<br/>[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.<br/>[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."</div><div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lat-Nam's Legacy</div><div>1U</div></div><div>Instant</div><div>Shuffle a card from your hand into your library. If you do, draw two cards at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Llanowar Wastes</div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Mana Confluence</div></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>                                                               |
| <div><div><div>Mana Crypt</div><div>0</div></div><div>Artifact</div><div>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.<br/>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Mana Drain</div><div>UU</div></div><div>Instant</div><div>Counter target spell. At the beginning of your next main phase, add an amount of {C} equal to that spell's mana value.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Marsh Flats</div></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> | <div><div><div>Mental Misstep</div><div>UP</div></div><div>Instant</div><div>({U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Merchant Scroll</b> <span>1</span><span>U</span> </div> <div>Sorcery</div> <div> <p>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</p> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div> <b>Mikaeus, the Unhallowed</b> <span>3</span><span>B</span><span>B</span><span>B</span> </div> <div>Legendary Creature -- Zombie Cleric</div> <div> <p>Intimidate (This creature can't be blocked except by artifact creatures and/or creatures that share a color with it.)<br/>Whenever a Human deals damage to you, destroy it.<br/>Other non-Human creatures you control get +1/+1 and have undying. (When a creature with undying dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)</p> </div> <div> <div>5/5</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Mind Harness</b> <span>U</span> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant red or green creature<br/>Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)<br/>You control enchanted creature.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Misty Rainforest</b> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                              |
| <div> <b>Mox Diamond</b> <span>0</span> </div> <div>Artifact</div> <div> <p>If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.<br/>{T}: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <b>Muddle the Mixture</b> <span>U</span><span>U</span> </div> <div>Instant</div> <div> <p>Counter target instant or sorcery spell.<br/>Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                   | <div> <b>Mystical Tutor</b> <span>U</span> </div> <div>Instant</div> <div> <p>Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div> <b>Nihil Spellbomb</b> <span>1</span> </div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Overgrown Tomb

Land - - Swamp Forest

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

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## Pact of Negation

Instant

Counter target spell.  
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

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## Phyrexian Revoker

Artifact Creature -- Phyrexian Horror

As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated.

2/1

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## Pithing Needle

Artifact

As this artifact enters, choose a card name.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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## 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.

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## Ponder

## Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

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## Portent

## Sorcery

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.

Draw a card at the beginning of the next turn's upkeep.

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## Preordain

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.)

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| <b>Protean Hulk</b> (5)(G)(G)<br>Creature -- Beast<br>When this creature dies, search your library for any number of creature cards with total mana value 6 or less, put them onto the battlefield, then shuffle.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Reflecting Pool</b><br>Land<br>{T}: Add one mana of any type that a land you control could produce.                                                                                                                                                                                                                                                                                      | <b>Scalding Tarn</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. | <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br>{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>See Beyond</b> (1)(U)<br>Sorcery<br>Draw two cards, then shuffle a card from your hand into your library.                                                                                                                                                                           | <b>Snapcaster Mage</b> (1)(U)<br>Creature -- Human Wizard<br>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.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sol Ring</b> (1)<br>Artifact<br>{T}: Add {C}{C}.                                                                                                                  | <b>Spell Pierce</b> (U)<br>Instant<br>Counter target noncreature spell unless its controller pays {2}.                                                                                                                                                  |

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| <b>Spellseeker</b> ②①<br>Creature -- Human Wizard<br>When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Summoner's Pact</b> ⑥<br>Instant<br>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sunken Ruins</b><br>Land<br>{T}: Add {C}.<br>{U/B}, {T}: Add {U}{U}, {U}{B}, or {B}{B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                 | <b>Swamp</b><br>Basic Land -- Swamp<br>({T}: Add {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                    |
| <b>Swan Song</b> ①<br>Instant<br>Counter target enchantment, instant, or sorcery spell. Its controller creates a 2/2 blue Bird creature token with flying.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                           | <b>Sylvan Safekeeper</b> ⑥<br>Creature -- Human Wizard<br>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                     | <b>Teferi's Puzzle Box</b> ④<br>Artifact<br>At the beginning of each player's draw step, that player puts the cards in their hand on the bottom of their library in any order, then draws that many cards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thoughtseize</b> ③<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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

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| <div><div>Timetwister</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tolaria West</div><div></div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U}.<br/>Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with mana value 0, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Toxic Deluge</div><div><div>2</div><div>B</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, pay X life.<br/>All creatures get -X/-X until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Treasure Cruise</div><div><div>7</div><div>U</div></div></div> <div>Sorcery</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Tropical Island</div><div></div></div> <div>Land -- Forest Island</div> <div>({T}: Add {G} or {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                             | <div><div>Underground River</div><div></div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      | <div><div>Underground Sea</div><div></div></div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                       | <div><div>Vampiric Tutor</div><div><div>B</div></div></div> <div>Instant</div> <div>Search your library for a card, then shuffle and put that card on top.<br/>You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               |

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| <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Viscera Seer</div> <div>Creature -- Vampire Wizard</div> <div>Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Walking Ballista</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wasteland</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  |
| <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)<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>Wild Growth</div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               | <div>Windswept Heath</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                          | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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

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| <div>Woodland Cemetery</div> <div>Land</div> <div>This land enters tapped unless you control a Swamp or a Forest.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Worldly Tutor</div> <div>Instant</div> <div>Search your library for a creature card, reveal it, then shuffle and put the card on top.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Yavimaya Coast</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {G} or {U}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Leovold, Emissary of Trest</div> <div>Legendary Creature -- Elf Advisor</div> <div>Each opponent can't draw more than one card each turn.<br/>Whenever you or a permanent you control becomes the target of a spell or ability an opponent controls, you may draw a card.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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