

Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Basalt Monolith 3 Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battlefield Forge Land {T}: Add {C}. {T}: Add {R} or {W}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 3UU Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cascade Bluffs Land {T}: Add {C}. {U/R}, {T}: Add {U}{U}, {U}{R}, or {R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Chandra, Torch of Defiance 2RR 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 PLAY botbox.dev	Chrome Mox 9 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 PLAY botbox.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 PLAY botbox.dev	Coalition Relic 3 Artifact {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Condescend XU Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Council's Judgment 1WW Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryptic Command 1UUU Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dack Fayden 1UR Legendary Planeswalker -- Dack [+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." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev L 3

② W W

Destroy all creatures.

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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}.

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$\{T\}$: Add $\{C\}$.
 $\{1\}\{U\}\{R\}$, $\{T\}$: Draw a card, then
 discard a card.

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This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add
{R}{R}.
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① U R

Electrolyze deals 2 damage divided as you choose among one or two targets.
Draw a card.

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④ W W

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[+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."
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L 4

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Domain -- Counter target spell
unless its controller pays {1} for
each basic land type among lands you
control.

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①

{2}, {T}, Sacrifice this artifact:
Search your library for a land card,
reveal it, put it into your hand,
then shuffle.

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③ ④

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.

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②

{T}: Add one mana of any color that a land an opponent controls could produce.

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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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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.

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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.

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U

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

{4}: Untap this artifact.

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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.

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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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Basic Land -- Island

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

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U R

Choose one --

* Izzet Charm deals 2 damage to target creature.

* Draw two cards, then discard two cards.

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2 U U

[+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.

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[ -12]: Exile all cards from target
player's library, then that player
shuffles their hand into their
library.
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L 3

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Lightning Bolt deals 3 damage to any target.

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(X)(U)(U)

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)

Counter target spell unless its controller pays {X}.

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Mana Leak 1 U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Memory Lapse 1 U Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Miscalculation 1 U Instant Counter target spell unless its controller pays {2}. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Misdirection 3 U U Instant You may exile a blue card from your hand rather than pay this spell's mana cost. Change the target of target spell with a single target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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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.

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Mystic Gate

Land

{T}: Add {C}.
 {W/U}, {T}: Add {W}{W}, {W}{U}, or
 {U}{U}.

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Narset Transcendent (2)(W)(U)

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."

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Oust (W)

Sorcery

Put target creature into its owner's library second from the top. Its controller gains 3 life.

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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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Plateau

Land -- Mountain Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remand 1 U 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 PLAY botbox.dev	Ruins of Trokair Land This land enters tapped. {T}: Add {W}. {T}, Sacrifice this land: Add {W}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev
Search for Azcanta 1 U 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 PLAY botbox.dev	Serum Visions U Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slice and Dice 4 R R 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snapcaster Mage ¹ ^U Creature -- Human Wizard Flash When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Plains Basic Snow Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Snare ^U Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sulfur Falls Land This land enters tapped unless you control an Island or a Mountain. ({T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict ¹ ^W ^W ^U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Svyelunite Temple Land This land enters tapped. ({T}: Add {U}). ({T}, Sacrifice this land: Add {U}{U}). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - TonyMontana - 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

① R R

Sweltering Suns deals 3 damage to each creature.
Cycling {3} ({3}, Discard this card: Draw a card.)

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W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}: Add {W} or {U}. This artifact
deals 1 damage to you.
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[illegible]

{T}: Add {C}{C}. Activate only if you control five or more lands.

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3 U U

Take an extra turn after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 U U

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

8 U U U

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Take an extra turn after this one.
Exile Temporal Trespass.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Target player takes an extra turn after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tithe 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 PLAY botbox.dev	Tolaria West Land This land enters tapped. {T}: Add {U}. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tundra Land -- Plains Island {T}: Add {W} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ugin, the Spirit Dragon 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Unexpectedly Absent Instant Put target nonland permanent into its owner's library just beneath the top X cards of that library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Volcanic Island Land -- Island Mountain {T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worn Powerstone

③

Artifact

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This artifact enters tapped.
{T}: Add {C}{C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of God

2 W W

Sorcery

Destroy all creatures. They can't be regenerated.

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Narset, Enlightened Master

3 U R W

Legendary Creature -- Human Monk

First strike, hexproof
Whenever Narset attacks, exile the top four cards of your library.
Until end of turn, you may cast noncreature spells from among those cards without paying their mana costs.

[sideboard]

3/2

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