

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Animate Dead Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets -1/-0. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beseech the Queen Sorcery ({2/B} can be paid with any two mana or with {B}. This card's mana value is 6.) Search your library for a card with mana value less than or equal to the number of lands you control, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blackmail Sorcery Target player reveals three cards from their hand and you choose one of them. That player discards that card. 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 PLAYbotbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bubbling Muck Sorcery Until end of turn, whenever a player taps a Swamp for mana, that player adds an additional {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Buried Alive Sorcery Search your library for up to three creature cards, put them into your graveyard, then shuffle. 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	Chainer's Edict Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Charcoal Diamond Artifact This artifact enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chrome Mox 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
Coldsteel Heart Snow Artifact This artifact enters tapped. As this artifact enters, choose a color. {T}: Add one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damnation Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dance of the Dead Enchantment -- Aura Enchant creature card in a graveyard When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Put enchanted creature card onto the battlefield tapped under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it. Enchanted creature gets +1/+1 and doesn't untap during its controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may pay {1}{B}. If the player does, untap that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dark Confidant ①B Creature -- Human Wizard 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Petition ③BB Sorcery Search your library for a card, put that card into your hand, then shuffle. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Tutelage ②B Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Diabolic Edict ①B Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diabolic Tutor ②BB Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dimir Machinations ②B Sorcery Look at the top three cards of target player's library. Exile any number of those cards, then put the rest back in any order. Transmute {1}{B}{B} ({1}{B}{B}, 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disfigure B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dismember 1 BP BP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Distress B B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doomfall 2 B Sorcery Choose one -- * Target opponent exiles a creature they control. * Target opponent reveals their hand. You choose a nonland card from it. Exile that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emrakul, the Promised End 13 Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engineered Plague 2 B Enchantment As this enchantment enters, choose a creature type. All creatures of the chosen type get -1/-1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exhume 1 B Sorcery Each player puts a creature card from their graveyard onto the battlefield. 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

B

Destroy target creature if it has mana value 2 or less.
 Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Target creature gets -4/-4 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

Deathtouch
Whenever this creature enters or attacks, create two 2/2 black Zombie creature tokens.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Search your library for a card, put that card into your hand, then shuffle. You lose 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature spells you cast cost {2} less to cast.
Creatures you control get -1/-1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Each player sacrifices a creature of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

All creatures get -4/-4 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

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[+1]: Each player discards a card.
[-2]: Target player sacrifices a creature.
[-6]: Separate all permanents target player controls into two piles. That player sacrifices all permanents in the pile of their choice.
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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

[+1]: Up to one target creature gets -2/-1 until your next turn.
[-2]: Mill two cards, then you may return a creature card from your graveyard to your hand.
[-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control."

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

2 B B

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Choose one --
* Search your library for a card,
  put it into your hand, then shuffle.
* Put a card you own from outside
  the game into your hand.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Stone 2 Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mire's Toll B Sorcery Target player reveals a number of cards from their hand equal to the number of Swamps you control. You choose one of them. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necromancy 2B Enchantment You may cast this spell as though it had flash. If you cast it any time a sorcery couldn't have been cast, the controller of the permanent it becomes sacrifices it at the beginning of the next cleanup step. When this enchantment enters, if it's on the battlefield, it becomes an Aura with "enchant creature put onto the battlefield with Necromancy." Put target creature card from a graveyard onto the battlefield under your control and attach this enchantment to it. When this enchantment leaves the battlefield, that creature's controller sacrifices it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Necrotic Ooze 2BB Creature -- Ooze As long as this creature is on the battlefield, it has all activated abilities of all creature cards in all graveyards. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Night's Whisper 1B Sorcery You draw two cards and lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Arena 1BB Enchantment At the beginning of your upkeep, you draw a card and you lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Devourer 6 Artifact Creature -- Phyrexian Construct When this creature's power is 7 or greater, sacrifice it. Exile the top card of your library: Put X +1/+1 counters on this creature, where X is the exiled card's mana value. 1/1 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 PLAYbotbox.dev	Read the Bones Sorcery Scry 2, then draw two cards. You lose 2 life. (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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reanimate Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sign in Blood Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize

B

Sorcery

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toxic Deluge

2 B

Sorcery

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulcerate

B

Instant

Target creature gets -3/-3 until end of turn. You lose 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Walking Ballista

⊗ ⊗

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Walk the Plank

BB

Sorcery

Destroy target non-Merfolk creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Lundstrom - 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

Wasteland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wayfarer's Bauble

①

Artifact

{2}, {T}, Sacrifice this artifact:
Search your library for a basic land
card, put that card onto the
battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Xiahou Dun, the One-Eyed (2)(B)(B)

2 B B

Legendary Creature -- Human Soldier

Horsemanship (This creature can't be blocked except by creatures with horsemanship.)
Sacrifice Xiahou Dun: Return target black card from your graveyard to your hand. Activate only during your turn, before attackers are declared.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sidisi, Undead Vizier (3)(B)(B)

3 B B

Legendary Creature -- Zombie Snake

Deathtouch
Exploit (When this creature enters, you may sacrifice a creature.)
When Sidisi exploits a creature, you may search your library for a card, put it into your hand, then shuffle.

[sideboard]

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev