

All Is Dust 7 Kindred Sorcery -- Eldrazi Each player sacrifices all permanents they control that are one or more colors. 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	Annex 2UU Enchantment -- Aura Enchant land (Target a land as you cast this. This card enters attached to that land.) You control enchanted land. 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	Bloodbraid Elf 2RG Creature -- Elf Berserker Haste (This creature can attack and {T} as soon as it comes under your control.) Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 3/2 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	Breeding Pool Land -- Forest Island ({T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Burning of Xinye 4RR Sorcery You destroy four lands you control, then target opponent destroys four lands they control. Then Burning of Xinye deals 4 damage to each creature. 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
Chandra, Flamecaller 4RR 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 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 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 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 Beacon Land {T}: Add {C}. {T}, Sacrifice this land: Put your commander into your hand from the command zone. 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	Consecrated Sphinx Creature -- Sphinx Flying Whenever an opponent draws a card, you may draw two cards. 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cultivate Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dack Fayden 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." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destructive Force Sorcery Each player sacrifices five lands of their choice. Destructive Force deals 5 damage to each creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devastation Sorcery Destroy all creatures and lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Etherium-Horn Sorcerer Artifact Creature -- Minotaur Wizard Sorcerer {1}{U}{R}: Return this creature to its owner's hand. Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mortr3d - 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 3/13 - 8 cards - 2.5 x 3.5 in each

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Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.

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{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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Land

$\{T\}$: Add $\{C\}$.
 $\{R/G\}$, $\{T\}$: Add $\{R\}\{R\}$, $\{R\}\{G\}$, or
 $\{G\}\{G\}$.

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Land

$\{T\}$: Add $\{C\}$.
 $\{G/U\}$, $\{T\}$: Add $\{G\}\{G\}$, $\{G\}\{U\}$, or
 $\{U\}\{U\}$.

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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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Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Future Sight⓪ⓤⓤⓤ Enchantment Play with the top card of your library revealed. You may play lands and cast spells from the top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gilded Lotus⑤ Artifact {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Monolith② Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gruul Signet② Artifact {1}, {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Archive④ Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

High Market

Land

{T}: Add {C}.
{T}, Sacrifice a creature: You gain 1 life.

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Hinterland Harbor

Land

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

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Inferno Titan

4 R R

Creature -- Giant

{R}: This creature gets +1/+0 until end of turn.
Whenever this creature enters or attacks, it deals 3 damage divided as you choose among one, two, or three targets.

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Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

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Izzet Signet

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Artifact

 $\{1\}, \{T\}: \text{Add } \{U\}\{R\}.$

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Jace, the Mind Sculptor (2UU)

2 U U

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.

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Joku lhaups

4 R R

Sorcery

Destroy all artifacts, creatures, and lands. They can't be regenerated.

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Kessig Wolf Run

Land

{T}: Add {C}.
{X}{R}{G}, {T}: Target creature gets +X/+0 and gains trample until end of turn.

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Kodama 's Reach

2 G

Sorcery -- Arcane

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

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Kozilek's Return

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Instant

Devoid (This card has no color.)
Kozilek's Return deals 2 damage to each creature.
Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature.

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Lightning Bolt

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Instant

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Lightning Bolt deals 3 damage to any
target.
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Mind Stone

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Artifact

{T}: Add {C}.
{1}, {T}, Sacrifice this artifact:
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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Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Diamond 0 Artifact 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. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mwonvuli Acid-Moss 2GG Sorcery Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nature's Lore 1G Sorcery Search your library for a Forest card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Part the Waterveil 4UU Sorcery Take an extra turn after this one. Exile Part the Waterveil. Awaken 6--{6}{U}{U}{U} (If you cast this spell for {6}{U}{U}{U}, also put six +1/+1 counters on target land you control and it becomes a 0/0 Elemental creature with haste. It's still a land.) 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	Primeval Titan 4GG Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 6/6	Prismatic Lens 2 Artifact {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampant Growth 1 6 Sorcery Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rootbound Crag Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakura-Tribe Elder 1 6 Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 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 Tomorrow 2 6 Sorcery Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shardless Agent 1 6 U Artifact Creature -- Human Rogue Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simic Signet 2 Artifact {1}, {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sisay's Ring Artifact {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skyshroud Claim Sorcery Search your library for up to two Forest cards, put them onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slagstorm Sorcery Choose one -- * Slagstorm deals 3 damage to each creature. * Slagstorm deals 3 damage to each player. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Solemn Simulacrum Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 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	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) 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	Sylvan Library Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Taiga Land -- Mountain Forest ([T]): Add [R] or [G].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Talisman of Impulse Artifact [T]: Add [C]. [T]: Add [R] or [G]. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Temporal Manipulation Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temporal Mastery 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 PLAYbotbox.dev	Thought Vessel Artifact You have no maximum hand size. [T]: Add [C]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Dynamo Artifact [T]: Add [C][C][C]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Visits Sorcery Search your library for a Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Time Warp 3UU Sorcery Target player takes an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tropical Island Land -- Forest Island ([T]): Add [G] or [U].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Upheaval 4UU Sorcery Return all permanents to their owners' hands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Volcanic Fallout 1RR Instant This spell can't be countered. Volcanic Fallout deals 2 damage to each creature and each player. 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	Wildfire 4RR Sorcery Each player sacrifices four lands of their choice. Wildfire deals 4 damage to each creature. 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.

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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

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Artifact

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This artifact enters tapped.
{T}: Add {C}{C}.
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Maelstrom Wanderer (5)(G)(U)(R)

Legendary Creature -- Elemental

Creatures you control have haste. Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Then do it again.)

[sideboard]

7/5

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