

Abrade 1 R Instant Choose one -- * Abrade deals 3 damage to target creature. * Destroy target artifact. 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	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	Badlands Land -- Swamp Mountain {T}: Add {B} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blackmail B 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 PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. 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	Cabal Ritual 1 B Instant Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard. 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
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	Command Tower Land {T}: Add one mana of any color in your commander's color identity. 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." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Damnation 2BB Sorcery Destroy all creatures. They can't be regenerated. 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	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Daze 1U 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 PLAYbotbox.dev	Dismember 1BPBP 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 PLAYbotbox.dev

Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress 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	Engineered Plague 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
Evasive Action 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	Fact or Fiction 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	Fatal Push Instant 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	Fiery Impulse Instant Fiery Impulse deals 2 damage to target creature. Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, Fiery Impulse deals 3 damage instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

{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

Force of Will

3 U U

Instant

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

Force Spike

U

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian Probe

UP

Sorcery

({U/P} can be paid with either {U}
 or 2 life.)
 Look at target player's hand.
 Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Graven Cairns

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grim Tutor

① B B

Sorcery

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

Hymn to Tourach

BB

Sorcery

Target player discards two cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inquisition of Kozilek (B)

B

Sorcery

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

Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. 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	Mental Note U Instant Mill two cards. Draw a card. 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	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	Opt U Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Painful Truths 2 B Sorcery Converge -- You draw X cards and lose X life, where X is the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Path of Ancestry Land This land enters tapped. {T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Peek U Instant Look at target player's hand. Draw a card. 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
Portent U 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

River of Tears Land {T}: Add {U}. If you played a land this turn, add {B} instead. 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 Azcanta1U 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	Serum VisionsU Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skeletal ScryingXB Instant As an additional cost to cast this spell, exile X cards from your graveyard. You draw X cards and you lose X life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sleight of HandU Sorcery Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snapcaster Mage1U 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

Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.	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.	Subterranean Tremors (X)(R) Sorcery Subterranean Tremors deals X damage to each creature without flying. If X is 4 or more, destroy all artifacts. If X is 8 or more, create an 8/8 red Lizard creature token.	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 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
Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you.	Sunken Ruins Land {T}: Add {C}. {U/B}, {T}: Add {U}{U}, {U}{B}, or {B}{B}.	Swamp Basic Land -- Swamp ({T}: Add {B}.)	Swamp Basic Land -- Swamp ({T}: Add {B}.)
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

Tainted Pact ①② Instant Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Deceit 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 {B}. 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	Temporal Manipulation ③④⑤ Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Terminate ②③ Instant Destroy target creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Scour ④ Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize ② 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	Time Warp ③④⑤ Sorcery Target player takes an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

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

B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Each land is a Swamp in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Watery Grave

Land -- Island Swamp

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

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

Wrench Mind

BB

Sorcery

Target player discards two cards unless they discard an artifact card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kess, Dissident Mage (1)(U)(B)(R)

Legendary Creature -- Human Wizard

Flying
Once during each of your turns, you may cast an instant or sorcery spell from your graveyard. If a spell cast this way would be put into your graveyard, exile it instead.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev