

B G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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Ⓒ

Creature -- Elf Druid

$\{T\}$: Untap target Forest.

1/1

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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

③ ④ W

Sorcery

Destroy all lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Human Monk

$$\{T\}: \text{Add } \{W\}.$$

1/1

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Land -- Swamp Forest

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

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(W/B)

Instant

Exile target card from a graveyard.
Create a 1/1 white and black Spirit
creature token with flying.

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G

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

0/1

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① ②

At the beginning of your upkeep, you lose 1 life and create a 1/1 black Faerie Rogue creature token with flying.

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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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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

$$\{T\}: \text{Add } \{C\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.

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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.

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Land

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

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.

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Land

Whenever this land becomes tapped,
it deals 1 damage to you.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

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③

You may play lands from your graveyard.

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2 B B

Destroy all creatures. They can't be regenerated.

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① ②

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

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3 B B

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}.

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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 PLAY botbox.dev	Deathrite Shaman B/G Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diabolic Edict 1B Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 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	Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elves of Deep Shadow G Creature -- Elf Druid {T}: Add {B}. This creature deals 1 damage to you. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

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

Legendary Land

{T}: Add {W}.
When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.

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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

G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ⑥

When Garruk has two or fewer loyalty counters on him, transform him.

[0]: Garruk deals 3 damage to target creature. That creature deals damage equal to its power to him.

[0]: Create a 2/2 green Wolf creature token.

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- - - BACK FACE - - -

Legendary Planeswalker -- Garruk

[+1]: Create a 1/1 black Wolf creature token with deathtouch.

[-1]: Sacrifice a creature. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.

[-3]: Creatures you control gain trample and get +X/+X until end of turn, where X is the number of creature cards in your graveyard.

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WB

Target player discards two cards.
You gain 3 life for each land card
discarded this way.

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Godless Shrine Land -- Plains Swamp ({T}: Add {W} 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	Golgari Charm Instant Choose one -- * All creatures get -1/-1 until end of turn. * Destroy target enchantment. * Regenerate each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Green Sun's Zenith Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grim Flayer Creature -- Human Warrior Trample Whenever this creature deals combat damage to a player, surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Delirium -- This creature gets +2/+2 as long as there are four or more card types among cards in your graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hero's Downfall Instant Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horizon Canopy Land {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hymn to Tourach Sorcery Target player discards two cards at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisition of Kozilek 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

Kaya, Ghost Assassin 2WB Legendary Planeswalker -- Kaya [0]: Exile Kaya or up to one target creature. Return that card to the battlefield under its owner's control at the beginning of your next upkeep. You lose 2 life. [-1]: Each opponent loses 2 life and you gain 2 life. [-2]: Each opponent discards a card and you draw a card. L5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liliana of the Veil 1BB Legendary Planeswalker -- Liliana [+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. L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Liliana, the Last Hope 1BB Legendary Planeswalker -- Liliana [+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." L3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lingering Souls 2W Sorcery Create two 1/1 white Spirit creature tokens with flying. Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maelstrom Pulse 1BG Sorcery Destroy target nonland permanent and all other permanents with the same name as that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mana Tithe W Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Mother of Runes W Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Nature's Claim G Instant Destroy target artifact or enchantment. Its controller gains 4 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oust W Sorcery Put target creature into its owner's library second from the top. Its controller gains 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Phyrexian Arena 1 B B Enchantment At the beginning of your upkeep, you draw a card and you lose 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {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
Qasali Pridemage G W Creature -- Cat Wizard Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {1}, Sacrifice this creature: Destroy target artifact or enchantment. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ramunap Excavator 2 G Creature -- Snake Cleric You may play lands from your graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravages of War 3 W Sorcery Destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah

Land -- Forest Plains

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

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Scavenging Ooze

① ⑥

Creature -- 0oze

{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.

2/2

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Scrubland

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seeds of Innocence

1GG

Sorcery

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Destroy all artifacts. They can't be
regenerated. The controller of each
of those artifacts gains life equal
to its mana value.
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Skullclamp

①

Artifact -- Equipment

```
Equipped creature gets +1/-1.
Whenever equipped creature dies,
draw two cards.
Equip {1}
```

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Snow-Covered Forest

Basic Snow Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stoneforge Mystic

①②

Creature -- Kor Artificer

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

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Playtest cards - mtgTOMSUNDLOFmtg - 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

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swords to PlowsharesW Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library1G 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	Sylvan Scrying1G Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tainted Pact1B 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 PLAYbotbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	ThoughtseizeB 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 PLAYbotbox.dev	Titania, Protector of Argoth3GG Legendary Creature -- Elemental When Titania enters, return target land card from your graveyard to the battlefield. Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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

Land

This land enters tapped.
{T}: Add {G}.
{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Legendary Artifact -- Equipment

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Whenever equipped creature deals
combat damage, put two charge
counters on Umezawa's Jitte.
Remove a charge counter from
Umezawa's Jitte: Choose one --
* Equipped creature gets +2/+2 until
end of turn.
* Target creature gets -1/-1 until
end of turn.
* You gain 2 life.
Equip {2}
```

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Legendary Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

① W B

Sorcery

Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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	Sidar Kondo of Jamuraa 2GW Legendary Creature -- Human Knight Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.) Creatures your opponents control without flying or reach can't block creatures with power 2 or less. Partner (You can have two commanders if both have partner.) [sideboard] 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tymna the Weaver 1WB Legendary Creature -- Human Cleric Lifelink At the beginning of each of your postcombat main phases, you may pay X life, where X is the number of opponents that were dealt combat damage this turn. If you do, draw X cards. Partner (You can have two commanders if both have partner.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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