Animist's Might {2}{G}

Sorcery

This spell costs {2} less to cast if it targets a legendary creature you control.
Target creature you control deals damage equal to twice its power to target creature or planeswalker you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Flight {U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barkchannel Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Tidechannel Pathway

Land

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blossoming Defense {G}

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Sanctum

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm {U}

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brazen Borrower {1}{U}{U}

Creature -- Faerie Rogue

Flash
Flying
This creature can block only creatures with flying.

3/1

- - - ADVENTURE - - -

Petty Theft {1}{U}

Instant -- Adventure

Return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Bridgeworks Battle {2}{G}

Sorcery

Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

- - - BACK FACE - - -

Tanglespan Bridgeworks

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bushwhack {G}

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cactus Preserve

Land -- Desert

This land enters tapped.
{T}: Add one mana of any type that a land you control could produce.
{3}: Until end of turn, this land becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cartouche of Knowledge {1}{U}

Enchantment -- Aura Cartouche

Enchant creature you control
When this Aura enters, draw a card.
Enchanted creature gets +1/+1 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Centaur Garden

Land

{T}: Add {G}. This land deals 1 damage to you.
Threshold -- {G}, {T}, Sacrifice this land: Target creature gets +3/+3 until end of turn. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Combat Research {U}

Enchantment -- Aura

Enchant creature
Enchanted creature has "Whenever this creature deals combat damage to a player, draw a card."
As long as enchanted creature is legendary, it gets +1/+1 and has ward {1}. (Whenever enchanted creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)

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

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Curious Obsession {U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has "Whenever this creature deals combat damage to a player, you may draw a card."
At the beginning of your end step, if you didn't attack with a creature this turn, sacrifice this Aura.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daze {1}{U}

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 PLAY botbox.dev

Elvish Spirit Guide {2}{G}

Creature -- Elf Spirit

Exile this card from your hand: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance {1}{G}{G}

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faceless One {5}

Legendary Enchantment Creature -- Background

If Faceless One is your commander, choose a color before the game begins. Faceless One is the chosen color.
Choose a Background (You can have a Background as a second commander.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fading Hope {U}

Instant

Return target creature to its owner's hand. If its mana value was 3 or less, 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

Fae Flight {1}{U}

Enchantment -- Aura

Flash
Enchant creature
When this Aura enters, enchanted creature gains hexproof until end of turn.
Enchanted creature gets +1/+0 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Grove

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 Negation (1)(U)(U)

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.
Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gather Courage (G)

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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

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Harbinger of the Seas {1}{U}{U}

Creature -- Merfolk Wizard

Nonbasic lands are Islands.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hashep Oasis

Land -- Desert

{T}: Add {C}.
{T}, Pay 1 life: Add {G}.
{1}{G}{G}, {T}, Sacrifice a Desert: Target creature gets +3/+3 until end of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hedge Maze

Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hinterland Harbor

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroelectric Specimen {2}{U}

Creature -- Weird

Flash
When this creature enters, you may change the target of target instant or sorcery spell with a single target to this creature.

1/4

- - - BACK FACE - - -

Hydroelectric Laboratory

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inscription of Abundance {1}{G}

Instant

Kicker {2}{G}
Choose one. If this spell was kicked, choose any number instead.
* Put two +1/+1 counters on target creature.
* Target player gains X life, where X is the greatest power among creatures they control.
* Target creature you control fights target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Flood Maw {U}

Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Level Up {1}{G}

Enchantment -- Aura

Enchant creature
When this Aura enters, put a +1/+1 counter on enchanted creature.
Enchanted creature has "Whenever this creature attacks, double the number of +1/+1 counters on it. Then if it has power 10 or greater, draw a card."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lion Umbra {G}{G}

Enchantment -- Aura

Enchant modified creature
(Equipment, Auras its controller controls, and counters are modifications.)
Enchanted creature gets +3/+3 and has reach and vigilance.
Umbra armor (If enchanted creature would be destroyed, instead remove all damage from it and destroy this Aura.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lose Focus {1}{U}

Instant

Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)
Counter target spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

March of Swirling Mist {X}{U}

Instant

As an additional cost to cast this spell, you may exile any number of blue cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Up to X target creatures phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meltstrider's Resolve {G}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
Enchanted creature gets +0/+2 and can't be blocked by more than one creature.

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 Misstep {UP}

Instant

({U/P} can be paid with either {U} or 2 life.)
Counter target spell with mana value 1.

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

Mutagenic Growth {GP}

Instant

({G/P} can be paid with either {G} or 2 life.)
Target creature gets +2/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Okina, Temple to the Grandfathers

Legendary Land

{T}: Add {G}.
{G}, {T}: Target legendary creature gets +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oko, Thief of Crowns 1GU

Legendary Planeswalker -- Oko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.
[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

One With the Wind 1U

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City

Legendary Land

{T}: Add {U}.
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

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

Prismatic Vista

Land

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

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

Royal Treatment G

Instant

Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Seal of Strength {G}

Enchantment

Sacrifice this enchantment: Target creature gets +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowspear {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sigil of Sleep {U}

Enchantment -- Aura

Enchant creature
Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Charm {G}{U}

Instant

Choose one --
* Target creature gets +3/+3 until end of turn.
* Permanents you control gain hexproof until end of turn.
* Return target creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sink into Stupor {1}{U}{U}

Instant

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

Soporific Springs

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slip Out the Back {U}

Instant

Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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Snap {1}{U}

Instant

Return target creature to its owner's hand. Untap up to two lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectral Flight {1}{U}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 and has flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare {U}

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum {1}

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stasis {1}{U}

Enchantment

Players skip their untap steps.
At the beginning of your upkeep, sacrifice this enchantment unless you pay {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Step Through {3}{U}{U}

Sorcery

Return two target creatures to their owners' hands.
Wizardcycling {2} ({2}, Discard this card: Search your library for a Wizard card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stern Scolding {U}

Instant

Counter target creature spell with power or toughness 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Subtlety {2}{U}{U}

Creature -- Elemental Incarnation

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Synchronized Charge {1}{G}

Sorcery

Distribute two +1/+1 counters among one or two target creatures you control. Creatures you control with counters on them gain vigilance and trample until end of turn.
Harmonize {4}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by {X}, where X is its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tale's End {1}{U}

Instant

Counter target activated ability, triggered ability, or legendary spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo, Inquisitive Student

Card

- - - OTHER FACE - - -

Tamiyo, Inquisitive Student

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tishana's Tidebinder {2}{U}

Creature -- Merfolk Wizard

Flash
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tropical Island

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

True-Name Nemesis {1}{U}{U}

Creature -- Merfolk Rogue

As this creature enters, choose a player.
This creature has protection from the chosen player.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyvar's Stand {X}{G}

Instant

Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Unstable Mutation (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +3/+3.
At the beginning of the upkeep of enchanted creature's controller, put a -1/-1 counter on that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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

Wash Away (U)

Instant

Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)
Counter target spell [that wasn't cast from its owner's hand].

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waterlogged Grove

Land

{T}, Pay 1 life: Add {G} or {U}.
{1}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Willowrush Verge

Land

{T}: Add {U}.
{T}: Add {G}. Activate only if you control a Forest or an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wilson, Refined Grizzly (1)(G)

Legendary Creature -- Bear Warrior

This spell can't be countered.
Reach, vigilance, trample
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
Choose a Background (You can have a Background as a second commander.)

2/2

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

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.

Wingspan Stride (U)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 and has flying.
{2}{U}: Return this Aura to its owner's hand.

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

Yavimaya Coast

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya, Cradle of Growth

Legendary Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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