Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archdruid's Charm {G}{G}{G}

Instant

Choose one --
* Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
* Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
* Exile target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

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

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 PLAY botbox.dev

Ba Sing Se

Land

This land enters tapped unless you control a basic land.
{T}: Add {G}.
{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield 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

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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

Burst Lightning (R)

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

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

Carnage Tyrant (4)(G)(G)

Creature -- Dinosaur

This spell can't be countered.
Trample, hexproof

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Garenbrig

Land

This land enters tapped unless you control a Forest.
{T}: Add {G}.
{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.

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

Chandra, Awakened Inferno (4)(R)(R)

Legendary Planeswalker -- Chandra

This spell can't be countered.
[+2]: Each opponent gets an emblem with "At the beginning of your upkeep, this emblem deals 1 damage to you."
[-3]: Chandra deals 3 damage to each non-Elemental creature.
[-X]: Chandra deals X damage to target creature or planeswalker. If a permanent dealt damage this way would die this turn, exile it instead.

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 Tower

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commercial District

Land -- Mountain Forest

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

Crop Rotation {G}

Instant

As an additional cost to cast this spell, sacrifice a land.
Search your library for a land card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crystal Vein

Land

{T}: Add {C}.
{T}, Sacrifice this land: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defense Grid {2}

Artifact

Each spell costs {3} more to cast except during its controller's turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delayed Blast Fireball {1}{R}{R}

Instant

Delayed Blast Fireball deals 2 damage to each opponent and each creature they control. If this spell was cast from exile, it deals 5 damage to each opponent and each creature they control instead.
Foretell {4}{R}{R} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwarven Ruins

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Explore (1)(G)

Sorcery

You may play an additional land this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farseek (1)(G)

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fertile Ground (1)(G)

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire-Lit Thicket

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flame Slash (R)

Sorcery

Flame Slash deals 4 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fury (3)(R)(R)

Creature -- Elemental Incarnation

Double strike
When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.
Evoke--Exile a red card from your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Garruk Wildspeaker (2)(G)(G)

Legendary Planeswalker -- Garruk

[+1]: Untap two target lands.
[-1]: Create a 3/3 green Beast creature token.
[-4]: Creatures you control get +3/+3 and gain trample until end of turn.

L 3

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Geosurge {R}{R}{R}{R}

Sorcery

Add {R}{R}{R}{R}{R}{R}{R}{R}{R}. Spend this mana only to cast artifact or creature spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghostfire Slice {2}{R}

Instant

Devoid (This card has no color.)
This spell costs {2} less to cast if an opponent controls a multicolored permanent.
Ghostfire Slice deals 4 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimpse the Core {1}{G}

Sorcery

Choose one --
* Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
* Return target Cave card from your graveyard to the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glimpse the Impossible {2}{R}

Sorcery

Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growth Spasm {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Create a 0/1 colorless Eldrazi Spawn creature token. It has "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Havenwood Battleground

Land

This land enters tapped.
{T}: Add {G}.
{T}, Sacrifice this land: Add {G}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hickory Woodlot

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the North {1}{G}

Sorcery

Search your library for a snow land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Irencrag Feat {1}{R}{R}{R}

Sorcery

Add seven {R}. You can cast only one more spell this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeska's Will {2}{R}

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Add {R} for each card in target opponent's hand.
* Exile the top three cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeweled Amulet {0}

Artifact

{1}, {T}: Put a charge counter on this artifact. Note the type of mana spent to pay this activation cost. Activate only if there are no charge counters on this artifact.
{T}, Remove a charge counter from this artifact: Add one mana of this artifact's last noted type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karplusan Forest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

la recherche de demain

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lithomantic Barrage {R}

Sorcery

This spell can't be countered.
Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minsc & Boo, Timeless Heroes {2}{R}{G}

Legendary Planeswalker -- Minsc

When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste.
[+1]: Put three +1/+1 counters on up to one target creature with trample or haste.
[-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards.
Minsc & Boo, Timeless Heroes can be your commander.

L 3

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Lore {1}{G}

Sorcery

Search your library for a Forest card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrowth {2}{G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primal Titan

(card data unavailable)

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

Pyrokinesis {4}{R}{R}

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampant Growth {1}{G}

Sorcery

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

Rishadan Port

Land

{T}: Add {C}.
{1}, {T}: Tap target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Sandstone Needle

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Seething Song (2)(R)

Instant

Add {R}{R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow in the Warp (1)(R)(G)

Enchantment

The first creature spell you cast each turn costs {2} less to cast.
Whenever an opponent casts their first noncreature spell each turn, this enchantment deals 2 damage to that player.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shared Roots (1)(G)

Sorcery -- Lesson

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shifting Woodland

Land

This land enters tapped unless you control a Forest.
{T}: Add {G}.
Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shimmerwilds Growth (1)(G)

Enchantment -- Aura

Enchant land
As this Aura enters, choose a color.
Enchanted land is the chosen color.
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sire of Seven Deaths (7)

Creature -- Eldrazi

Reach, first strike
Vigilance, menace
Trample, lifelink
Ward--Pay 7 life.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sneak Attack (3)(R)

Enchantment

{R}: You may put a creature card from your hand onto the battlefield. That creature gains haste. Sacrifice the creature at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sokenzan, Crucible of Defiance

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Storm's Wrath {2}{R}{R}

Sorcery

Storm's Wrath deals 4 damage to each creature and each planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strike It Rich {R}

Sorcery

Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Bahamut {9}

Enchantment Creature -- Saga Dragon

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I, II -- Destroy up to one target nonland permanent.
III -- Draw two cards.
IV -- Mega Flare -- This creature deals damage equal to the total mana value of other permanents you control to each opponent.
Flying

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundering Eruption {2}{R}

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.

- - - BACK FACE - - -

Volcanic Fissure

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library {1}{G}

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.

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Taiga

Land -- Mountain Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Impulse (2)

Artifact

{T}: Add {C}.
{T}: Add {R} or {G}. This artifact deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talon Gates of Madara

Land -- Gate

When this land enters, up to one target creature phases out.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{4}: Put this card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terror of Mount Velus (5)(R)(R)

Creature -- Dragon

Flying
Double strike (This creature deals both first-strike and regular combat damage.)
When this creature enters, creatures you control gain double strike until end of turn.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Visits (1)(G)

Sorcery

Search your library for a Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titan of Industry (4)(G)(G)(G)

Creature -- Elemental

Reach, trample
When this creature enters, choose two --
* Destroy target artifact or enchantment.
* Target player gains 5 life.
* Create a 4/4 green Rhino Warrior creature token.
* Put a shield counter on a creature you control.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titanoth Rex (7)(G)(G)

Creature -- Dinosaur Beast

Trample
Cycling {1}{G} ({1}{G}, Discard this card: Draw a card.)
When you cycle this card, put a trample counter on target creature you control.

11/11

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Trumpeting Carnosaur {4}{R}{R}

Creature -- Dinosaur

Trample
When this creature enters, discover 5.
{2}{R}, Discard this card: It deals 3 damage to target creature or planeswalker.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyrranax Rex {4}{G}{G}{G}

Creature -- Phyrexian Dinosaur

This spell can't be countered.
Trample, ward {4}, haste
Toxic 4 (Players dealt combat damage by this creature also get four poison counters.)

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl {G}

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

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

Wild Growth {G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

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

Wolfwillow Haven {1}{G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.
{4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn.

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

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Worldspine Wurm {8}{G}{G}{G}

Creature -- Wurm

Trample
When this creature dies, create three 5/5 green Wurm creature tokens with trample.
When Worldspine Wurm is put into a graveyard from anywhere, shuffle it into its owner's library.

15/15

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worn Powerstone {3}

Artifact

This artifact enters tapped.
{T}: Add {C}{C}.

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

Raph & Mikey, Troublemakers {5}{R/G}{R/G}

Legendary Creature -- Mutant Ninja Turtle

Trample, haste
Whenever Raph & Mikey attack, reveal cards from the top of your library until you reveal a creature card. Put that card onto the battlefield tapped and attacking and the rest on the bottom of your library in a random order.

[sideboard]

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ThiM - Duel Commander (OPEN QUALIFIER Haure normandie 07/03) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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.