Abrupt Decay {B}{G}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abundant Harvest {G}

Sorcery

Choose land or nonland. Reveal cards from the top of your library until you reveal a card of the chosen kind. Put that card into your hand and the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Animate Dead {1}{B}

Enchantment -- Aura

Enchant creature card in a graveyard
When this Aura enters, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with this Aura." Return enchanted creature card to the battlefield under your control and attach this Aura to it. When this Aura leaves the battlefield, that creature's controller sacrifices it.
Enchanted creature gets -1/-0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arasta of the Endless Web {2}{G}{G}

Legendary Enchantment Creature -- Spider

Reach
Whenever an opponent casts an instant or sorcery spell, create a 1/2 green Spider creature token with reach.

3/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barrowgoyf {2}{B}

Creature -- Lhurgoyf

Deathtouch, lifelink
Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.
Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.

/1+

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bayou

Land -- Swamp Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise {G}

Creature -- Bird

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Koalamoon - Duel Commander (CHAMPIONNAT REGIONAL LIMOUSIN) sheet 1/13 - 8 cards - 2.5 x 3.5 in each

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Blood Artist {1}{B}

Creature -- Vampire

Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.

0/1

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

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

Camellia, the Seedmiser {1}{B}{G}

Legendary Creature -- Squirrel Warlock

Menace
Other Squirrels you control have menace.
Whenever you sacrifice one or more Foods, create a 1/1 green Squirrel creature token.
{2}, Forage: Put a +1/+1 counter on each other Squirrel you control. (To forage, exile three cards from your graveyard or sacrifice a Food.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chain of Smog {1}{B}

Sorcery

Target player discards two cards. That player may copy this spell and may choose a new target for that copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chatterfang, Squirrel General {2}{G}

Legendary Creature -- Squirrel Warrior

Forestwalk (This creature can't be blocked as long as defending player controls a Forest.)
If one or more tokens would be created under your control, those tokens plus that many 1/1 green Squirrel creature tokens are created instead.
{B}, Sacrifice X Squirrels: Target creature gets +X/-X until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cling to Dust {B}

Instant

Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card.
Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

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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Cut Down {B}

Instant

Destroy target creature with total power and toughness 5 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkbore Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

Slitherbore Pathway

Land

{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Confidant {1}{B}

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 PLAY botbox.dev

Dauthi Voidwalker {B}{B}

Creature -- Dauthi Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.
{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deep Forest Hermit {3}{G}{G}

Creature -- Elf Druid

Vanishing 3 (This creature enters with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.)
When this creature enters, create four 1/1 green Squirrel creature tokens.
Squirrels you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delighted Halfling {G}

Creature -- Halfling Citizen

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Demonic Tutor {1}{B}

Sorcery

Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devoted Druid {1}{G}

Creature -- Elf Druid

{T}: Add {G}.
Put a -1/-1 counter on this creature: Untap this creature.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Koalamoon - Duel Commander (CHAMPIONNAT REGIONAL LIMOUSIN) sheet 3/13 - 8 cards - 2.5 x 3.5 in each

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Dismember {1}{B/P}{B/P}

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

Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push {B}

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

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Koalamoon - Duel Commander (CHAMPIONNAT REGIONAL LIMOUSIN) sheet 4/13 - 8 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.

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frenzied Baloth {G}{G}

Creature -- Beast

This spell can't be countered.
Trample, haste
Creature spells you control can't be countered.
Combat damage can't be prevented.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gala Greeters {1}{G}

Creature -- Elf Druid

Alliance -- Whenever another creature you control enters, choose one that hasn't been chosen this turn --
* Put a +1/+1 counter on this creature.
* Create a tapped Treasure token.
* You gain 2 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Koalamoon - Duel Commander (CHAMPIONNAT REGIONAL LIMOUSIN) sheet 5/13 - 8 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.

Generous Ent {5}{G}

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go for the Throat {1}{B}

Instant

Destroy target nonartifact creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith {X}{G}

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

Grist, the Hunger Tide {1}{B}{G}

Legendary Planeswalker -- Grist

As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.
[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.
[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.
[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haywire Mite {1}

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hazel's Brewmaster {3}{B}

Creature -- Squirrel Warlock

Menace
Whenever this creature enters or attacks, exile up to one target card from a graveyard and create a Food token.
Foods you control have all activated abilities of all creature cards exiled with this creature.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hogaak, Arisen Necropolis {5}{B/G}{B/G}

Legendary Creature -- Avatar

You can't spend mana to cast this spell.
Convoke, delve (Each creature you tap while casting this spell pays for {1} or one mana of that creature's color. Each card you exile from your graveyard pays for {1}.)
You may cast this card from your graveyard.
Trample

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insidious Fungus {G}

Creature -- Fungus

{2}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Keen-Eyed Curator {G}{G}

Creature -- Raccoon Scout

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.
{1}: Exile target card from a graveyard.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Wastes

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Long Goodbye {1}{B}

Instant

This spell can't be countered. (This includes by the ward ability.)
Destroy target creature or planeswalker with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Rumble {1}{G}

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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

Nested Shambler {B}

Creature -- Zombie

When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orcish Bowmasters {1}{B}

Creature -- Orc Archer

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Pendelhaven

Legendary Land

{T}: Add {G}.
{T}: Target 1/1 creature gets +1/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Infestation {X}{X}{G}

Sorcery

Destroy up to X target artifacts and/or enchantments. Create twice X 1/1 black and green Pest creature tokens with "When this token dies, you gain 1 life."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pitiless Plunderer {3}{B}

Creature -- Human Pirate

Whenever another creature you control dies, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

1/4

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

Profane Tutor

Sorcery

Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} 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.)
Search your library for a card, put that card into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Questing Beast {2}{G}{G}

Legendary Creature -- Beast

Vigilance, deathtouch, haste
Questing Beast can't be blocked by creatures with power 2 or less.
Combat damage that would be dealt by creatures you control can't be prevented.
Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ravenous Squirrel {B/G}

Creature -- Squirrel

Whenever you sacrifice an artifact or creature, put a +1/+1 counter on this creature.
{1}{B}{G}, Sacrifice an artifact or creature: You gain 1 life and draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scurry Oak {2}{G}

Creature -- Treefolk

Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)
Whenever one or more +1/+1 counters are put on this creature, you may create a 1/1 green Squirrel creature token.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred's Edict {1}{B}

Instant

Choose one --
* Each opponent sacrifices a nontoken creature of their choice.
* Each opponent sacrifices a creature token of their choice.
* Each opponent sacrifices a planeswalker of their choice.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheoldred, the Apocalypse {2}{B}{B}

Legendary Creature -- Phyrexian Praetor

Deathtouch
Whenever you draw a card, you gain 2 life.
Whenever an opponent draws a card, they lose 2 life.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shred Memory {1}{B}

Instant

Exile up to four target cards from a single graveyard.
Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skullclamp {1}

Artifact -- Equipment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Ham, Peter Porker {1}{G}

Legendary Creature -- Spider Boar Hero

When Spider-Ham enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Animal May-Ham -- Other Spiders, Boars, Bats, Bears, Birds, Cats, Dogs, Frogs, Jackals, Lizards, Mice, Otters, Rabbits, Raccoons, Rats, Squirrels, Turtles, and Wolves you control get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springheart Nantuko {1}{G}

Enchantment Creature -- Insect Monk

Bestow {1}{G}
Enchanted creature gets +1/+1.
Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

1/1

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Squirrel Sovereign {1}{G}

Creature -- Squirrel Noble

Other Squirrels you control get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swarmyard

Land

{T}: Add {C}.
{T}: Regenerate target Insect, Rat, Spider, or Squirrel. (The next time it would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swarmyard Massacre {3}{B}{B}

Sorcery

Create two 1/1 green Squirrel creature tokens. Then each creature that isn't an Insect, Rat, Spider, or Squirrel gets -1/-1 until end of turn for each creature you control that's an Insect, Rat, Spider, or Squirrel.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Meathook Massacre {X}{B}{B}

Legendary Enchantment

When The Meathook Massacre enters, each creature gets -X/-X until end of turn.
Whenever a creature you control dies, each opponent loses 1 life.
Whenever a creature an opponent controls dies, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thoughtseize {B}

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

Toxic Deluge {2}{B}

Sorcery

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

Underground Mortuary

Land -- Swamp Forest

({T}: Add {B} 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

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Unearth {B}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urborg, Tomb of Yawgmoth

Legendary Land

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

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

Vinereap Mentor {B}{G}

Creature -- Squirrel Druid

When this creature enters or dies, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warden of the Grove {2}{G}

Creature -- Hydra

At the beginning of your end step, put a +1/+1 counter on this creature.
Whenever another nontoken creature you control enters, it endures X, where X is the number of counters on this creature. (Put X +1/+1 counters on the creature that entered or create an X/X white Spirit creature token.)

2/2

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

Winter Moon {2}

Artifact

Players can't untap more than one nonbasic land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Koalamoon - Duel Commander (CHAMPIONNAT REGIONAL LIMOUSIN) sheet 12/13 - 8 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.

Witherbloom Apprentice (B)(G)

Creature -- Human Druid

Magecraft -- Whenever you cast or copy an instant or sorcery spell, each opponent loses 1 life and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodland Cemetery

Land

This land enters tapped unless you control a Swamp or a Forest.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worldly Tutor (G)

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

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

Playtest cards - Koalamoon - Duel Commander (CHAMPIONNAT REGIONAL LIMOUSIN) 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.