

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

① B

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.

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6 B B

Flying
Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.

6/6

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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

6 B B

Flash
When Armaggon enters, destroy up to three target creatures.

9/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W B B

Flying
When this creature enters or dies,
exile target permanent.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G W U B

Flying, vigilance, deathtouch, lifelink

When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)

7/7

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Land -- Swamp Mountain

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

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	Bitter Reunion 1 R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn. 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	Blood Crypt Land -- Swamp Mountain ({T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Careful Study U Sorcery Draw two cards, then discard two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chaos Defiler 3 B R Artifact Creature -- Demon Construct Trample Battle Cannon -- When this creature enters or dies, for each opponent, choose a nonland permanent that player controls. Destroy one of them chosen at random. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 5/4

City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Colossal Skyturtle Enchantment Creature -- Turtle Flying, ward {2} Channel -- {2}{G}, Discard this card: Return target card from your graveyard to your hand. Channel -- {1}{U}, Discard this card: Return target creature to its owner's hand. 6/5 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	Corpse Dance Instant Buyback {2} (You may pay an additional {2} as you cast this spell. If you do, put this card into your hand as it resolves.) Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dance of the Dead 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." Put enchanted creature card onto the battlefield tapped 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/+1 and doesn't untap during its controller's untap step. At the beginning of the upkeep of enchanted creature's controller, that player may pay {1}{B}. If the player does, untap that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demonic Tutor Sorcery Search your library for a card, put that card into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dina's Guidance Instant Search your library for a creature card, reveal it, put it into your hand or graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 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

Playtest cards - JhonnySeJugar - Duel Commander (Duel Commander Challenge 16)

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sheet 3/13 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.dev	Elegant Parlor Land -- Mountain Plains ({T}: Add {R} or {W}.) 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 PLAYbotbox.dev	Elesh Norn, Grand Cenobite 5WW Legendary Creature -- Phyrexian Praetor Vigilance Other creatures you control get +2/+2. Creatures your opponents control get -2/-2. 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Enlightened Tutor W Instant Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Etali, Primal Conqueror Card ----- - - - OTHER FACE - - - Etali, Primal Conqueror Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eureka 2GG Sorcery Starting with you, each player may put a permanent card from their hand onto the battlefield. Repeat this process until no one puts a card onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exhume 1B Sorcery Each player puts a creature card from their graveyard onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faithless Looting R Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

You may put a creature card from your hand onto the battlefield. If you do, sacrifice it unless you pay its mana cost reduced by {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

10

Legendary Creature -- Elder Alien

Flying, trample, indestructible
When Galactus enters, exile target
permanent.
Insatiable Hunger -- Galactus
attacks an opponent with the most
life among your opponents each
combat if able unless you control a
creature named Silver Surfer,
Galactus's Herald.

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G G G

Legendary Creature -- Elder Dinosaur

Trample
When Ghalta enters, put any number of creature cards from your hand onto the battlefield.

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

① ⑧

Instant - - Arcane

Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.

Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Creature -- Elemental Incarnation

Menace
When this creature enters, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Evoked-Exile a black card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B B B

Legendary Creature -- Demon

Flying, lifelink
Pay 7 life: Draw seven cards.

7/7

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	Hunting Grounds G W Enchantment Threshold -- As long as there are seven or more cards in your graveyard, this enchantment has "Whenever an opponent casts a spell, you may put a creature card from your hand onto the battlefield." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Incarnation Technique 4 B Sorcery Demonstrate (When you cast this spell, you may copy it. If you do, choose an opponent to also copy it.) Mill five cards, then return a creature card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inquisition of Kozilek B Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Intuition 2 U Instant Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iona, Shield of Emeria 6 W W W Legendary Creature -- Angel Flying As Iona enters, choose a color. Your opponents can't cast spells of the chosen color. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Binding 5 W Enchantment Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Life G Sorcery All lands you control become 1/1 creatures until end of turn. They're still lands. RIGHT HALF Death 1 B Sorcery Return target creature card from your graveyard to the battlefield. You lose life equal to its mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loyal Retainers 2W Creature -- Human Advisor Sacrifice this creature: Return target legendary creature card from your graveyard to the battlefield. Activate only during your turn, before attackers are declared. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumra, Bellow of the Woods 4GG Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lush Portico Land -- Forest Plains {T}: Add {G} or {W}.) 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	Malevolent Rumble 1G 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
Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marsh Flats Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Metamorphosis Fanatic 4BB Creature -- Human Cleric Lifelink When this creature enters, return up to one target creature card from your graveyard to the battlefield with a lifelink counter on it. Miracle {1}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) 4/4 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	Necromancy (2)(B) Enchantment You may cast this spell as though it had flash. If you cast it any time a sorcery couldn't have been cast, the controller of the permanent it becomes sacrifices it at the beginning of the next cleanup step. When this enchantment enters, if it's on the battlefield, it becomes an Aura with "enchant creature put onto the battlefield with Necromancy." Put target creature card from a graveyard onto the battlefield under your control and attach this enchantment to it. When this enchantment leaves the battlefield, that creature's controller sacrifices it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Plateau Land -- Mountain Plains ({T}: Add {R} or {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	Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. 1/2 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. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raucous Theater Land -- Swamp Mountain ({T}: Add {B} or {R}.) 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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Savannah Land -- Forest Plains ([T]): Add [G] or [W].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land [T], Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrubland Land -- Plains Swamp ([T]): Add [W] or [B].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shallow Grave Instant Return the top creature card of your graveyard to the battlefield. That creature gains haste until end of turn. Exile it at the beginning of the next end step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Show and Tell Sorcery Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sin, Spira's Punishment Legendary Creature -- Leviathan Avatar Flying Whenever Sin enters or attacks, exile a permanent card from your graveyard at random, then create a tapped token that's a copy of that card. If the exiled card is a land card, repeat this process. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sneak Attack 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 PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. [T]: Add [C]. [T], Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Static Prison W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}. 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	Superior Spider-Man 2UB Legendary Creature -- Spider Human Hero Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 4/4 botbox.dev	Survival of the Fittest 1G Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Taiga Land -- Mountain Forest {T}: Add {R} or {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tainted Pact 1B Instant Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAYbotbox.dev	Thundering Falls Land -- Island Mountain ({T}: Add {U} or {R}.) 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 PLAYbotbox.dev	Torsten, Founder of Benalia 5GW Legendary Creature -- Human Soldier When Torsten enters, reveal the top seven cards of your library. Put any number of creature and/or land cards from among them into your hand and the rest on the bottom of your library in a random order. When Torsten dies, create seven 1/1 white Soldier creature tokens. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tropical Island Land -- Forest Island ({T}: Add {G} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tundra Land -- Plains Island ({T}: Add {W} or {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unburial Rites 4B Sorcery Return target creature card from your graveyard to the battlefield. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Underground Sea Land -- Island Swamp ({T}: Add {U} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Utopia Sprawl 6 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 PLAYbotbox.dev	Valgavoth, Terror Eater 6 B B B Legendary Creature -- Elder Demon Flying, lifelink Ward--Sacrifice three nonland permanents. If a card you didn't control would be put into an opponent's graveyard from anywhere, exile it instead. During your turn, you may play cards exiled with Valgavoth. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vaultborn Tyrant 5 G G Creature -- Dinosaur Trample Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card. When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Volcanic Island Land -- Island Mountain ({T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Growth 6 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

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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 PLAYbotbox.dev	Woodfall Primus5GGG Creature -- Treefolk Shaman Trample When this creature enters, destroy target noncreature permanent. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worldly TutorG Instant Search your library for a creature card, reveal it, then shuffle and put the card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terra, Magical Adept1RG Legendary Creature -- Human Wizard Warrior When Terra enters, mill five cards. Put up to one enchantment card milled this way into your hand. Trance -- {4}{R}{G}, {T}: Exile Terra, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery. [sideboard] 4/2 BACK FACE Esper Terra Legendary Enchantment Creature -- Saga Wizard (As this Saga enters and after your draw step, add a lore counter.) I, II, III -- Create a token that's a copy of target nonlegendary enchantment you control. It gains haste. If it's a Saga, put up to three lore counters on it. Sacrifice it at the beginning of your next end step. IV -- Add {W}{W}, {U}{U}, {B}{B}, {R}{R}, and {G}{G}. Exile Esper Terra, then return it to the battlefield (front face up). 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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