Aang's Iceberg {2}{W}

Enchantment

Flash
When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield.
Waterbend {3}: Sacrifice this enchantment. If you do, scry 2.
(While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abundant Growth {G}

Enchantment -- Aura

Enchant land
When this Aura enters, draw a card.
Enchanted land has "{T}: Add one mana of any color."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Argothian Enchantress {1}{G}

Creature -- Human Druid

Shroud (This creature can't be the target of spells or abilities.)
Whenever you cast an enchantment spell, draw a card.

0/1

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

Authority of the Consuls {W}

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

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

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brightglass Gearhulk {G}{G}{W}{W}

Artifact Creature -- Construct

First strike, trample
When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.

4/4

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Brushland

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burgeoning {G}

Enchantment

Whenever an opponent plays a land, you may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carpet of Flowers {G}

Enchantment

At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Case of the Locked Hothouse {3}{G}

Enchantment -- Case

You may play an additional land on each of your turns.
To solve -- You control seven or more lands. (If unsolved, solve at the beginning of your end step.)
Solved -- You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

City of Solitude {2}{G}

Enchantment

Players can cast spells and activate abilities only during their own turns.

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

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.

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Curse of Silence {W}

Enchantment -- Aura Curse

Enchant player
As this Aura enters, choose a card name.
Spells with the chosen name enchanted player casts cost {2} more to cast.
Whenever enchanted player casts a spell with the chosen name, you may sacrifice this Aura. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darksteel Mutation {1}{W}

Enchantment -- Aura

Enchant creature
Enchanted creature is an Insect artifact creature with base power and toughness 0/1 and has indestructible, and it loses all other abilities, card types, and creature types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Destiny Spinner {1}{G}

Enchantment Creature -- Human

Creature and enchantment spells you control can't be countered.
{3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptor Flute {2}

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eidolon of Blossoms {2}{G}{G}

Enchantment Creature -- Spirit

Constellation -- Whenever this creature or another enchantment you control enters, draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elephant Grass {G}

Enchantment

Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)
Black creatures can't attack you.
Nonblack creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantress's Presence {2}{G}

Enchantment

Whenever you cast an enchantment spell, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 PLAY botbox.dev

Expedition Map {1}

Artifact

{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exploration {G}

Enchantment

You may play an additional land on each of your turns.

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

Flickering Ward {W}

Enchantment -- Aura

Enchant creature
As this Aura enters, choose a color. Enchanted creature has protection from the chosen color. This effect doesn't remove this Aura.
{W}: Return this Aura to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Gathering Place

Land

{T}: Add {C}.
{T}: Add {G} or {W}. Activate only if this land entered this turn or if you control a basic land.

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

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Greater Auramancy {1}{W}

Enchantment

Other enchantments you control have shroud. (A permanent with shroud can't be the target of spells or abilities.)
Enchanted creatures you control have shroud.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ground Seal {1}{G}

Enchantment

When this enchantment enters, draw a card.
Cards in graveyards can't be the targets of spells or abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Heliod's Generosity

Legendary Land

{T}: Add {C}.
{1}{W}, {T}: Put target enchantment card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Haunting {2}{W}{W}

Enchantment

As long as you control seven or more enchantments, creatures you control have flying and vigilance.
Whenever you cast an enchantment spell, create a white Spirit Cleric creature token with "This token's power and toughness are each equal to the number of Spirits you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horizon Canopy

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hushwood Verge

Land

{T}: Add {G}.
{T}: Add {W}. Activate only if you control a Forest or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Idyllic Tutor {2}{W}

Sorcery

Search your library for an enchantment card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Sanctuary {1}{W}

Enchantment

If you would draw a card during your draw step, instead you may skip that draw. If you do, until your next turn, you can't be attacked except by creatures with flying and/or islandwalk.

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Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kenrith's Transformation {1}{G}

Enchantment -- Aura

Enchant creature
When this Aura enters, draw a card.
Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. (It loses all other card types and creature types.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lignify {1}{G}

Kindred Enchantment -- Treefolk Aura

Enchant creature
Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.

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

Mana Bloom {X}{G}

Enchantment

This enchantment enters with X charge counters on it.
Remove a charge counter from this enchantment: Add one mana of any color. Activate only once each turn.
At the beginning of your upkeep, if this enchantment has no charge counters on it, return it to its owner's hand.

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

Mesa Enchantress {1}{W}{W}

Creature -- Human Druid

Whenever you cast an enchantment spell, you may draw a card.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Excavation {W}

Enchantment

{2}{W}: Return target permanent you control to its owner's hand. If it has unearth, instead exile it, then return that card to its owner's hand. Activate only during your turn.

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Mirri's Guile {G}

Enchantment

At the beginning of your upkeep, you may look at the top three cards of your library, then put them back in any order.

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

Nature's Chosen {G}

Enchantment -- Aura

Enchant creature you control
{0}: Untap enchanted creature.
Activate only during your turn and only once each turn.
Tap enchanted creature: Untap target artifact, creature, or land.
Activate only if enchanted creature is white and untapped and only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nevermore {1}{W}{W}

Enchantment

As this enchantment enters, choose a nonland card name.
Spells with the chosen name can't be cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

On Thin Ice {W}

Snow Enchantment -- Aura

Enchant snow land you control
When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ossification {1}{W}

Enchantment -- Aura

Enchant basic land you control
When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paladin Class {W}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Spells your opponents cast during your turn cost {1} more to cast.
{2}{W}: Level 2
Creatures you control get +1/+1.
{4}{W}: Level 3
Whenever you attack, until end of turn, target attacking creature gets +1/+1 for each other attacking creature and gains double strike.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Parallax Wave {2}{W}{W}

Enchantment

Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)
Remove a fade counter from this enchantment: Exile target creature.
When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Planar Disruption {1}{W}

Enchantment -- Aura

Enchant artifact, creature, or planeswalker
Enchanted permanent can't attack or block, and its activated abilities can't be activated.

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

Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum Weaver {1}{G}

Enchantment Creature -- Dryad

{T}: Add X mana of any one color, where X is the number of enchantments you control.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Satyr Enchanter {1}{G}{W}

Creature -- Satyr Druid

Whenever you cast an enchantment spell, draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Savannah

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serra's Sanctum

Legendary Land

{T}: Add {W} for each enchantment you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - StackSurfer - Commander (CENTURION LVL 2 APOCALYPSE Domenica 20 settembre sheet 8/13 - 8 cards - 2.5 x 3.5 in each

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Setessan Champion {2}{G}

Creature -- Human Warrior

Constellation -- Whenever an enchantment you control enters, put a +1/+1 counter on this creature and draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shapers' Sanctuary {G}

Enchantment

Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

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

Sigil of the Empty Throne {3}{W}{W}

Enchantment

Whenever you cast an enchantment spell, create a 4/4 white Angel creature token with flying.

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}.)

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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 Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitary Confinement {2}{W}

Enchantment

At the beginning of your upkeep, sacrifice this enchantment unless you discard a card.
Skip your draw step.
You have shroud. (You can't be the target of spells or abilities.)
Prevent all damage that would be dealt to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Starfield of Nyx {4}{W}

Enchantment

At the beginning of your upkeep, you may return target enchantment card from your graveyard to the battlefield.
As long as you control five or more enchantments, each other non-Aura enchantment you control is a creature in addition to its other types and has base power and base toughness each equal to its mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

Sterling Grove {G}{W}

Enchantment

Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)
{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stony Silence {1}{W}

Enchantment

Activated abilities of artifacts can't be activated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strength of the Harvest {2}{G/W}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each creature and/or enchantment you control.

- - - BACK FACE - - -

Haven of the Harvest

Land

This land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swift Reconfiguration {W}

Enchantment -- Aura

Flash
Enchant creature or Vehicle
Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.)

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

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Scrying {1}{G}

Sorcery

Search your library for a land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sythis, Harvest's Hand {G}{W}

Legendary Enchantment Creature -- Nymph

Whenever you cast an enchantment spell, you gain 1 life and draw a card.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT 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

Verduran Enchantress {1}{G}{G}

Creature -- Human Druid

Whenever you cast an enchantment spell, you may draw a card.

0/2

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

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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.

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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.

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Yavimaya, Cradle of Growth

Legendary Land

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

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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.