Altanak, the Thrice-Called {5}{G}{G}

Legendary Creature -- Insect Beast

Trample
Whenever Altanak becomes the target of a spell or ability an opponent controls, draw a card.
{1}{G}, Discard this card: Return target land card from your graveyard to the battlefield tapped.

9/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anger of the Gods {1}{R}{R}

Sorcery

Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Anticausal Vestige {6}

Creature -- Eldrazi

When this creature leaves the battlefield, draw a card, then you may put a permanent card with mana value less than or equal to the number of lands you control from your hand onto the battlefield tapped.
Warp {4} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

7/5

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

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

Bloodbraid Elf {2}{R}{G}

Creature -- Elf Berserker

Haste (This creature can attack and {T} as soon as it comes under your control.)
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

3/2

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.

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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

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

Brotherhood's End {1}{R}{R}

Sorcery

Choose one --
* Brotherhood's End deals 3 damage to each creature and each planeswalker.
* Destroy all artifacts with mana value 3 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning of Xinye {4}{R}{R}

Sorcery

You destroy four lands you control, then target opponent destroys four lands they control. Then Burning of Xinye deals 4 damage to each creature.

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

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

Chandra, Torch of Defiance {2}{R}{R}

Legendary Planeswalker -- Chandra

[+1]: Exile the top card of your library. You may cast that card. If you don't, Chandra deals 2 damage to each opponent.
[+1]: Add {R}{R}.
[-3]: Chandra deals 4 damage to target creature.
[-7]: You get an emblem with "Whenever you cast a spell, this emblem deals 5 damage to any target."

L 4

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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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

Crystal Vein

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cyclonic Rift (1)(U)

Instant

Return target nonland permanent you don't control to its owner's hand.
Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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

Dream Halls (3)(U)(U)

Enchantment

Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Etali, Primal Conqueror (5)(R)(R)

Legendary Creature -- Elder Dinosaur

Trample
When Etali enters, each player exiles cards from the top of their library until they exile a nonland card. You may cast any number of spells from among the nonland cards exiled this way without paying their mana costs.
{9}{G/P}: Transform Etali. Activate only as a sorcery.

7/7

- - - BACK FACE - - -

Etali, Primal Sickness

Legendary Creature -- Phyrexian Elder Dinosaur

Trample, indestructible
Whenever Etali deals combat damage to a player, they get that many poison counters. (A player with ten or more poison counters loses the game.)

11/11

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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.

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Fellwar Stone {2}

Artifact

{T}: Add one mana of any color that a land an opponent controls could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Confluence {2}{R}{R}

Sorcery

Choose three. You may choose the same mode more than once.
* Fiery Confluence deals 1 damage to each creature.
* Fiery Confluence deals 2 damage to each opponent.
* Destroy target artifact.

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

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

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

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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

Glorybringer {3}{R}{R}

Creature -- Dragon

Flying, haste
You may exert this creature as it attacks. When you do, it deals 4 damage to target non-Dragon creature an opponent controls. (An exerted creature won't untap during your next untap step.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goreclaw, Terror of Qal Sisma {3}{G}

Legendary Creature -- Bear

Creature spells you cast with power 4 or greater cost {2} less to cast.
Whenever Goreclaw attacks, each creature you control with power 4 or greater gets +1/+1 and gains trample until end of turn.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growth Spiral {G}{U}

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

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

High Market

Land

{T}: Add {C}.
{T}, Sacrifice a creature: You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ill-Timed Explosion {2}{U}{R}

Sorcery

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imoti, Celebrant of Bounty {3}{G}{U}

Legendary Creature -- Snake Druid

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
Spells you cast with mana value 6 or greater have cascade.

3/1

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Inferno Titan {4}{R}{R}

Creature -- Giant

{R}: This creature gets +1/+0 until end of turn.
Whenever this creature enters or attacks, it deals 3 damage divided as you choose among one, two, or three targets.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kogla and Yidaro {2}{R}{R}{G}{G}

Legendary Creature -- Ape Dinosaur Turtle

When Kogla and Yidaro enters, choose one --
* It gains trample and haste until end of turn.
* It fights target creature you don't control.
{2}{R}{G}, Discard this card: Destroy up to one target artifact or enchantment. Shuffle this card into your library from your graveyard, then draw a card.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Koma, Cosmos Serpent {3}{G}{G}{U}{U}

Legendary Creature -- Serpent

This spell can't be countered.
At the beginning of each upkeep, create a 3/3 blue Serpent creature token named Koma's Coil.
Sacrifice another Serpent: Choose one --
* Tap target permanent. Its activated abilities can't be activated this turn.
* Koma gains indestructible until end of turn.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maelstrom Wanderer {5}{G}{U}{R}

Legendary Creature -- Elemental

Creatures you control have haste.
Cascade, cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order. Then do it again.)

7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Stone {2}

Artifact

{T}: Add {C}.
{1}, {T}, Sacrifice this artifact: Draw a card.

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistrise Village

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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

Nulldrifter (7)

Creature -- Eldrazi Elemental

When you cast this spell, draw two cards.
Flying
Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

4/4

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Oath of Druids {1}{G}

Enchantment

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oko, Thief of Crowns {1}{G}{U}

Legendary Planeswalker -- Oko

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

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City

Legendary Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Boilerbilges {4}{R}{R}

Enchantment Creature -- Avatar Horror

Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever this permanent enters or attacks, it deals 4 damage to any target.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Genesis {G}{U}

Instant

Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.

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

Primeval Titan {4}{G}{G}

Creature -- Giant

Trample
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radagast of Rhosgobel {2}{G}{G}

Legendary Creature -- Avatar Wizard

The first creature spell you cast each turn costs {2} less to cast and can be cast as though it had flash.

2/5

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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

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

Sakura-Tribe Elder {1}{G}

Creature -- Snake Shaman

Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

1/1

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

Search for Tomorrow {2}{G}

Sorcery

Search your library for a basic land card, put it onto the battlefield, then shuffle.
Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selvala's Stampede {4}{G}{G}

Sorcery

Council's dilemma -- Starting with you, each player votes for wild or free. Reveal cards from the top of your library until you reveal a creature card for each wild vote. Put those creature cards onto the battlefield, then shuffle the rest into your library. You may put a permanent card from your hand onto the battlefield for each free vote.

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

Shardless Agent {1}{G}{U}

Artifact Creature -- Human Rogue

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

2/2

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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

Steam Vents

Land -- Island Mountain

({T}: Add {U} 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

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

Sweltering Suns {1}{R}{R}

Sorcery

Sweltering Suns deals 3 damage to each creature.
Cycling {3} ({3}, Discard this card: Draw a card.)

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

Talisman of Creativity {2}

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talisman of Curiosity {2}

Artifact

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

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

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Temple of the False God

Land

{T}: Add {C}{C}. Activate only if you control five or more lands.

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

Thryx, the Sudden Storm {3}{U}{U}

Legendary Creature -- Elemental Giant

Flash (You may cast this spell any time you could cast an instant.)
Flying
Spells you cast with mana value 5 or greater cost {1} less to cast and can't be countered.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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

Tropical Island

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Ugin, Eye of the Storms {7}

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.
Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.
[+2]: You gain 3 life and draw a card.
[0]: Add {C}{C}{C}.
[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

L 7

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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.

Uro, Titan of Nature's Wrath {1}{G}{U}

Legendary Creature -- Elder Giant

When Uro enters, sacrifice it unless it escaped.
Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.
Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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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.

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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.

6/6

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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.

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Volcanic Island

Land -- Island Mountain

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

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Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Wildfire {4}{R}{R}

Sorcery

Each player sacrifices four lands of their choice. Wildfire deals 4 damage to each creature.

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Wild Growth {G}

Enchantment -- Aura

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

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Playtest cards - Filippi, Stefano - Commander (CENTURION LVL 2 APOCALYPSE Domenica 20 sett sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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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.

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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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Wrenn and Six {R}{G}

Legendary Planeswalker -- Wrenn

[+1]: Return up to one target land card from your graveyard to your hand.
[-1]: Wrenn and Six deals 1 damage to any target.
[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)

L 3

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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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