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| <b>Acidic Slime</b> (3)(G)(G)<br>Creature -- Ooze<br>Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)<br>When this creature enters, destroy target artifact, enchantment, or land.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                          | <b>Arbor Elf</b> (G)<br>Creature -- Elf Druid<br>{T}: Untap target Forest.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                      | <b>Beast Within</b> (2)(G)<br>Instant<br>Destroy target permanent. Its controller creates a 3/3 green Beast creature token.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Birds of Paradise</b> (G)<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                            |
| <b>Birthing Pod</b> (3)(GP)<br>Artifact<br>({G/P} can be paid with either {G} or 2 life.)<br>{1}{G/P}, {T}, Sacrifice a creature: Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Blighted Woodland</b><br>Land<br>{T}: Add {C}.<br>{3}{G}, {T}, Sacrifice this land: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Boreal Druid</b> (G)<br>Snow Creature -- Elf Druid<br>{T}: Add {C}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      | <b>Cavern of Souls</b><br>Land<br>As this land enters, choose a creature type.<br>{T}: Add {C}.<br>{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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Coercive Portal</div> <div>4</div> </div> <div>Artifact</div> <div>Will of the council -- At the beginning of your upkeep, starting with you, each player votes for carnage or homage. If carnage gets more votes, sacrifice this artifact and destroy all nonland permanents. If homage gets more votes or the vote is tied, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Conduit of Ruin</div> <div>6</div> </div> <div>Creature -- Eldrazi</div> <div>When you cast this spell, you may search your library for a colorless creature card with mana value 7 or greater, reveal it, then shuffle and put that card on top. The first creature spell you cast each turn costs {2} less to cast.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Crop Rotation</div> <div>6</div> </div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 | <div> <div>Crystal Vein</div> </div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  |
| <div> <div>Devoted Druid</div> <div>16</div> </div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.<br/>Put a -1/-1 counter on this creature: Untap this creature.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                 | <div> <div>Dryad Arbor</div> </div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                     | <div> <div>Duplicant</div> <div>6</div> </div> <div>Artifact Creature -- Shapeshifter</div> <div>Imprint -- When this creature enters, you may exile target nontoken creature. As long as a card exiled with this creature is a creature card, this creature has the power, toughness, and creature types of the last creature card exiled with it. It's still a Shapeshifter.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Dust Bowl</div> </div> <div>Land</div> <div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Edge of Autumn</b> <span>166</span> </div> <div>Sorcery</div> <div> <p>If you control four or fewer lands, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> <p>Cycling--Sacrifice a land.<br/>(Sacrifice a land, Discard this card: Draw a card.)</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Eldrazi Temple</b> </div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>    | <div> <b>Elvish Mystic</b> <span>6</span> </div> <div>Creature -- Elf Druid</div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                           | <div> <b>Emrakul, the Promised End</b> <span>13</span> </div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell costs {1} less to cast for each card type among cards in your graveyard.</p> <p>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.</p> <p>Flying, trample, protection from instants</p> </div> <div> <div>13/13</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Eternal Witness</b> <span>166</span> </div> <div>Creature -- Human Shaman</div> <div> <p>When this creature enters, you may return target card from your graveyard to your hand.</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                  | <div> <b>Expedition Map</b> <span>1</span> </div> <div>Artifact</div> <div> <p>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Exploration</b> <span>6</span> </div> <div>Enchantment</div> <div> <p>You may play an additional land on each of your turns.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Explore</b> <span>16</span> </div> <div>Sorcery</div> <div> <p>You may play an additional land this turn.</p> <p>Draw a card.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                           |

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| <div> <b>Eye of Ugin</b> </div> <div>           Legendary Land         </div> <div> <p>Colorless Eldrazi spells you cast cost {2} less to cast.</p> <p>{7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>222</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                  | <div> <b>Fauna Shaman</b> </div> <div>           Creature -- Elf Shaman         </div> <div> <p>{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>222</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                     | <div> <b>Fierce Empath</b> </div> <div>           Creature -- Elf         </div> <div> <p>When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>111</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                          | <div> <b>Fyndhorn Elves</b> </div> <div>           Creature -- Elf Druid         </div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>111</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Garruk Wildspeaker</b> </div> <div>           Legendary Planeswalker -- Garruk         </div> <div> <p>[+1]: Untap two target lands.</p> <p>[-1]: Create a 3/3 green Beast creature token.</p> <p>[-4]: Creatures you control get +3/+3 and gain trample until end of turn.</p> </div> <div> <div>L 3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Green Sun's Zenith</b> </div> <div>           Sorcery         </div> <div> <p>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.</p> </div> <div> <div>222</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Hall of Gemstone</b> </div> <div>           World Enchantment         </div> <div> <p>At the beginning of each player's upkeep, that player chooses a color. Until end of turn, lands tapped for mana produce mana of the chosen color instead of any other color.</p> </div> <div> <div>111</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Harmonize</b> </div> <div>           Sorcery         </div> <div> <p>Draw three cards.</p> </div> <div> <div>222</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                |

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| <div>Homeward Path</div> <div>Land</div> <div>{T}: Add {C}.</div> <div>{T}: Each player gains control of all creatures they own.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div>Into the North</div> <div>Sorcery</div> <div>Search your library for a snow land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                   | <div>Joraga Treespeaker</div> <div>Creature -- Elf Druid</div> <div>Level up {1}{G} ({1}{G}: Put a level counter on this. Level up only as a sorcery.)</div> <div>LEVEL 1-4</div> <div>1/2</div> <div>{T}: Add {G}{G}.</div> <div>LEVEL 5+</div> <div>1/4</div> <div>Elves you control have "{T}: Add {G}{G}."</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Karn Liberated</div> <div>Legendary Planeswalker -- Karn</div> <div>[+4]: Target player exiles a card from their hand.</div> <div>[-3]: Exile target permanent.</div> <div>[-14]: Restart the game, leaving in exile all non-Aura permanent cards exiled with Karn. Then put those cards onto the battlefield under your control.</div> <div>L 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Lifecrafter's Bestiary</div> <div>Artifact</div> <div>At the beginning of your upkeep, scry 1.</div> <div>Whenever you cast a creature spell, you may pay {G}. If you do, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lignify</div> <div>Kindred Enchantment -- Treefolk Aura</div> <div>Enchant creature</div> <div>Enchanted creature is a Treefolk with base power and toughness 0/4 and loses all abilities.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Elves</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                  | <div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                    |

## Snow Land

{T}: Add {C}.  
{4}{S}, {T}, Sacrifice this land: It deals 4 damage to target creature. ({S} can be paid with one mana from a snow source.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

### Legendary Artifact

{T}: Add one mana of any color among legendary creatures and planeswalkers you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

## Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

## Legendary Planeswalker -- Nissa

[+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.

[-3]: Return target permanent card from your graveyard to your hand.

[-6]: You get an emblem with "Whenever a land you control enters, you may draw a card."

**L 5**

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## Legendary Land

{T}: Add {C}.  
{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Creature -- Eldrazi

When you cast this spell, target opponent exiles the top four cards of their library, then you may put any number of land cards that player owns from exile onto the battlefield under your control.

5/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Creature -- Elf Shaman

You may play an additional land on each of your turns.  
Play with the top card of your library revealed.  
You may play lands from the top of your library.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

Sorcery

Put two target lands on top of their owners' libraries.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Polukranos, World Eater</b> (2)(6)(6)<br>Legendary Creature -- Hydra<br>{X}{X}{G}: Monstrosity X. (If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.)<br>When Polukranos becomes monstrous, it deals X damage divided as you choose among any number of target creatures your opponents control. Each of those creatures deals damage equal to its power to Polukranos.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Priest of Titania</b> (1)(6)<br>Creature -- Elf Druid<br>{T}: Add {G} for each Elf on the battlefield.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                      | <b>Primal Command</b> (3)(6)(6)<br>Sorcery<br>Choose two --<br>* Target player gains 7 life.<br>* Put target noncreature permanent on top of its owner's library.<br>* Target player shuffles their graveyard into their library.<br>* Search your library for a creature card, reveal it, put it into your hand, then shuffle.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Primeval Titan</b> (4)(6)(6)<br>Creature -- Giant<br>Trample<br>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.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Prowling Serpopard</b> (1)(6)(6)<br>Creature -- Cat Snake<br>This spell can't be countered.<br>Creature spells you control can't be countered.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                               | <b>Rampant Growth</b> (1)(6)<br>Sorcery<br>Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ramunap Excavator</b> (2)(6)<br>Creature -- Snake Cleric<br>You may play lands from your graveyard.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                          | <b>Reclamation Sage</b> (2)(6)<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                 |

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| <div> <div>Sakura-Tribe Elder</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Snake Shaman</div> <div> <p>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</p> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sanctum of Ugin</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sea Gate Wreckage</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}. ({C} represents colorless mana.) {2}{C}, {T}: Draw a card. Activate only if you have no cards in hand.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Search for Tomorrow</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <p>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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Shrine of the Forsaken Gods</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                     | <div> <div>Skyshroud Claim</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Search your library for up to two Forest cards, put them onto the battlefield, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                            | <div> <div>Snow-Covered Forest</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Basic Snow Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                 | <div> <div>Snow-Covered Forest</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Basic Snow Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                              |



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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                   |
| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Summoner's Pact</div><div>Instant</div><div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sylvan Primordial</div><div>Creature -- Avatar</div><div>Reach<br/>When this creature enters, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle.</div><div>6/8</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Sylvan Scrying</div> <div> <div>16</div> </div> <div>Sorcery</div> <div>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   | <div>Tectonic Edge</div> <div>Land</div> <div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Temple of the False God</div> <div>Land</div> <div>{T}: Add {C}{C}. Activate only if you control five or more lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                 | <div>Thought-Knot Seer</div> <div> <div>3C</div> </div> <div>Creature -- Eldrazi</div> <div>           ({C} represents colorless mana.)<br/>           When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card.<br/>           When this creature leaves the battlefield, target opponent draws a card.         </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Thragtusk</div> <div> <div>46</div> </div> <div>Creature -- Beast</div> <div>           When this creature enters, you gain 5 life.<br/>           When this creature leaves the battlefield, create a 3/3 green Beast creature token.         </div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Three Visits</div> <div> <div>16</div> </div> <div>Sorcery</div> <div>Search your library for a Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                           | <div>Tireless Tracker</div> <div> <div>26</div> </div> <div>Creature -- Human Scout</div> <div>           Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br/>           Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.         </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ulamog, the Ceaseless Hunger</div> <div> <div>19</div> </div> <div>Legendary Creature -- Eldrazi</div> <div>           When you cast this spell, exile two target permanents.<br/>           Indestructible<br/>           Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.         </div> <div>10/10</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            |

Playtest cards - Toffel - Commander (1v1 Commander Challenge)

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.

sheet 11/13 - 8 cards - 2.5 x 3.5 in each

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| <b>Utopia Sprawl</b> ⑥<br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>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. | <b>Verdant Catacombs</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. | <b>Vizier of the Menagerie</b> ③⑥<br><hr/> Creature -- Snake Cleric<br><hr/> You may look at the top card of your library any time. You may cast creature spells from the top of your library. You can spend mana of any type to cast creature spells. | <b>Wasteland</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target nonbasic land.                                                                                                                                                                                               |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                               | <div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                      | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                             |
| <b>Wild Growth</b> ⑥<br><hr/> Enchantment -- Aura<br><hr/> Enchant land<br>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.                                                                     | <b>Windswept Heath</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.  | <b>Wooded Foothills</b><br><hr/> Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.                                                                     | <b>Woodfall Primus</b> ⑤⑥⑥⑥<br><hr/> Creature -- Treefolk Shaman<br><hr/> Trample<br>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.) |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                     | <div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                              |

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| <div> <div>Woodland Bellower</div> <div> <div>4</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Beast</div> <div> <p>When this creature enters, you may search your library for a nonlegendary green creature card with mana value 3 or less, put it onto the battlefield, then shuffle.</p> </div> <div> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>World Breaker</div> <div> <div>6</div> <div>G</div> </div> </div> <div> <div>Creature -- Eldrazi</div> <div> <p>Devoid (This card has no color.)<br/>When you cast this spell, exile target artifact, enchantment, or land.<br/>Reach<br/>{2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</p> </div> <div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Yavimaya Hollow</div> </div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {C}.<br/>{G}, {T}: Regenerate target creature.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Nissa, Vastwood Seer</div> <div> <div>2</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Elf Scout</div> <div> <p>When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control.</p> <p>[sideboard]</p> <div> <div>2/2</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Nissa, Sage Animist</div> </div> <div> <div>Legendary Planeswalker -- Nissa</div> <div> <p>[+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand.<br/>[-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token.<br/>[-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands.</p> </div> <div> <div>L 3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> |
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