

Allosaurus Shepherd G Creature -- Elf Shaman This spell can't be countered. Green spells you control can't be countered. {4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf G Creature -- Elf Druid {T}: Untap target Forest. 1/1 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	Arena of Glory Land This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.) 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	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodstained Mire Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. 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	Chain Lightning Sorcery Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Awakened Inferno Legendary Planeswalker -- Chandra This spell can't be countered. [+2]: Each opponent gets an emblem with "At the beginning of your upkeep, this emblem deals 1 damage to you." [-3]: Chandra deals 3 damage to each non-Elemental creature. [-X]: Chandra deals X damage to target creature or planeswalker. If a permanent dealt damage this way would die this turn, exile it instead. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chandra, Torch of Defiance 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	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. 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	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

Copperline Gorge Land This land enters tapped unless you control two or fewer other lands. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crystal Vein Land {T}: Add {C}. {T}, Sacrifice this land: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Delighted Halfling Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devastation Sorcery Destroy all creatures and lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dwarven Ruins Land This land enters tapped. {T}: Add {R}. {T}, Sacrifice this land: Add {R}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echoing Deep Land -- Cave You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Reclaimer Creature -- Elf Warrior This creature gets +2/+2 as long as there are three or more land cards in your graveyard. {2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

13

This spell costs {1} less to cast for each card type among cards in your graveyard.

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.

Flying, trample, protection from instants

13/13

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 R G

Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.

You may play an additional land this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{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

G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galvanic Discharge Instant Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Chasm Land Cumulative upkeep--Pay 2 life. (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.) When this land enters, sacrifice a land. Creatures you control can't attack. Prevent all damage that would be dealt to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Green Sun's Zenith Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grove of the Burnwillows Land {T}: Add {C}. {T}: Add {R} or {G}. Each opponent gains 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gruul Turf Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Havenwood Battleground Land This land enters tapped. {T}: Add {G}. {T}, Sacrifice this land: Add {G}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Haywire Mite 1 Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hickory Woodlot Land This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hour of Devastation 3R R Sorcery All creatures lose indestructible until end of turn. Hour of Devastation deals 5 damage to each creature and each non-Bolas planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hour of Promise 4G Sorcery Search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. Then if you control three or more Deserts, create two 2/2 black Zombie creature tokens. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hugs, Grisly Guardian X R R G G Legendary Creature -- Badger Warrior Trample When Hugs enters, exile the top X cards of your library. Until the end of your next turn, you may play those cards. You may play an additional land on each of your turns. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invasion of Ikorla X G G Battle -- Siege (As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.) When this Siege enters, search your library and/or graveyard for a non-Human creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. D 6 ----- BACK FACE ----- Zilortha, Apex of Ikorla Legendary Creature -- Dinosaur Reach For each non-Human creature you control, you may have that creature assign its combat damage as though it weren't blocked. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jokulhaups 4 R R Sorcery Destroy all artifacts, creatures, and lands. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karplusan Forest Land {T}: Add {C}. {T}: Add {R} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Khalni Heart Expedition ①⑥ Enchantment Landfall -- Whenever a land you control enters, you may put a quest counter on this enchantment. Remove three quest counters from this enchantment and sacrifice it: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt ①④ Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumra, Bellow of the Woods ④⑥⑥ 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	Mawloc ①④⑥ Creature -- Tyranid Ravenous (This creature enters with X +1/+1 counters on it. If X is 5 or more, draw a card when it enters.) Terror from the Deep -- When this creature enters, it fights up to one target creature an opponent controls. If that creature would die this turn, exile it instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Minsc & Boo, Timeless Heroes ②④⑥ 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	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	Mizzium Mortars ①④ Sorcery Mizzium Mortars deals 4 damage to target creature you don't control. Overload {3}{R}{R}{R} (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	Mosswort Bridge Land Hideaway 4 (When this land enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This land enters tapped. {T}: Add {G}. {G}, {T}: You may play the exiled card without paying its mana cost if creatures you control have total power 10 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nesting Grounds

Land

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{T}: Add {C}.
{1}, {T}: Move a counter from target
permanent you control onto a second
target permanent. Activate only as a
sorcery.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nylea's Intervention (X)(G)(G)

Sorcery

Choose one --

* Search your library for up to X land cards, reveal them, put them into your hand, then shuffle.

* Nylea's Intervention deals twice X damage to each creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obliterate

Sorcery

This spell can't be countered.
Destroy all artifacts, creatures,
and lands. They can't be
regenerated.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oracle of Muḷ Daya (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

Primeval Titan (4GG)

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

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

① R

Instant

Punishing Fire deals 2 damage to any target.

Whenever an opponent gains life, you may pay {R}. If you do, return this card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Creature -- Lhurgoyf

Pyrogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature or another Lhurgoyf creature you control enters, that creature deals damage equal to its power to any target.

$$* / 1 + *$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Legendary Creature -- Beast

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

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Instant

Search your library for up to four land cards with different names and reveal them. An opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Shifting Woodland Land This land enters tapped unless you control a Forest. {T}: Add {G}. Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullclamp Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sowing Mycospawn Creature -- Eldrazi Fungus Devoid (This card has no color.) Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.) When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellbreaker Behemoth Creature -- Beast This spell can't be countered. Creature spells you control with power 5 or greater can't be countered. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Star of Extinction Sorcery Destroy target land. Star of Extinction deals 20 damage to each creature and each planeswalker. 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	Storm's Wrath Sorcery Storm's Wrath deals 4 damage to each creature and each planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summoner's Pact Instant 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. 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

Talon Gates of Madara

Land - - Gate

When this land enters, up to one target creature phases out.

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

{4}: Put this card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Thrun, Breaker of Silence (3)(G)(G)

Legendary Creature -- Troll Shaman

This spell can't be countered.
Trample
Thrun can't be the target of
nongreen spells your opponents
control or abilities from nongreen
sources your opponents control.
During your turn, Thrun has
indestructible.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4GG

Sorcery

Choose two --

- * Exile target player's graveyard. You gain 1 life for each card exiled this way.
- * Search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.
- * Create two 2/2 green Bear creature tokens.
- * Put two +1/+1 counters on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Snake

Reach, deathtouch
When this creature enters, search your library and/or graveyard for a card named Command Tower, reveal it, and put it into your hand. If you search your library this way, shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Sorcery

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

Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undermountain Adventurer ③⑥ Creature -- Giant Warrior Vigilance When this creature enters, you take the initiative. {T}: Add {G}{G}. If you've completed a dungeon, add six {G} instead. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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
Veteran Explorer ⑥ Creature -- Human Soldier Scout When this creature dies, each player may search their library for up to two basic land cards, put them onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev

Playtest cards - Meltiin - Duel Commander (Duel Commander League)

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 12/13 - 8 cards - 2.5 x 3.5 in each

Worldly Tutor Instant Search your library for a creature card, reveal it, then shuffle and put the card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn and Six 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya, Cradle of Growth Legendary Land Each land is a Forest in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Klothys, God of Destiny Legendary Enchantment Creature -- God Indestructible As long as your devotion to red and green is less than seven, Klothys isn't a creature. At the beginning of your first main phase, exile target card from a graveyard. If it was a land card, add {R} or {G}. Otherwise, you gain 2 life and Klothys deals 2 damage to each opponent. [sideboard] 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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