

G

$\{T\}$: Untap target Forest.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

① ② ③

Whenever a creature you control enters, you may destroy target artifact or enchantment.

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G

$$\{T\}: \text{Add } \{W\}.$$

1/1

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② ② W

Flash
Flying
If an opponent would search a library, that player searches the top four cards of that library instead.

2/1

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①

Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)

Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

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G

Flying
{T}: Add one mana of any color.

0/1

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3 GP

{G/P} can be paid with either {G} or 2 life.)
 {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.

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②R

Nonbasic lands are Mountains.

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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

① ⑥

Vivid -- {T}: For each color among permanents you control, add one mana of that color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

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{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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X G G G

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Council's Judgment (1)(W)(W) Sorcery Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Courser of Kruphix (1)(G)(G) Enchantment Creature -- Centaur Play with the top card of your library revealed. You may play lands from the top of your library. Landfall -- Whenever a land you control enters, you gain 1 life. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devoted Druid (1)(G) Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eladamri's Call (G)(W) Instant Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eldritch Evolution (1)(G)(G) Sorcery As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

When this creature enters, you may return target card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When this creature enters, you may exile another target permanent you control, then return that card to the battlefield under its owner's control.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
 {R/G}, {T}: Add {R}{R}, {R}{G}, or
 {G}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

When this creature enters, it deals 4 damage to target creature.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

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

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 PLAY botbox.dev	Fyndhorn Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaddock Teeg Legendary Creature -- Kithkin Advisor Noncreature spells with mana value 4 or greater can't be cast. Noncreature spells with {X} in their mana costs can't be cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gaea's Cradle Legendary Land {T}: Add {G} for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Garruk Wildspeaker Legendary Planeswalker -- Garruk [+1]: Untap two target lands. [-1]: Create a 3/3 green Beast creature token. [-4]: Creatures you control get +3/+3 and gain trample until end of turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gavony Township Land {T}: Add {C}. {2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Sharpshooter Creature -- Goblin This creature doesn't untap during your untap step. Whenever a creature dies, untap this creature. {T}: This creature deals 1 damage to any target. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grand Abolisher Creature -- Human Cleric During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith (X)(G) 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. 1/1 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	Imperial Recruiter (2)(R) Creature -- Human Advisor When this creature enters, search your library for a creature card with power 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kessig Wolf Run Land {T}: Add {C}. {X}{R}{G}, {T}: Target creature gets +X/+0 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Kiki-Jiki, Mirror Breaker (2)(R)(R)(R) Legendary Creature -- Goblin Shaman Haste {T}: Create a token that's a copy of target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Autumn (1)(G)(W) Creature -- Dryad Knight When this creature enters, choose one -- * Put two +1/+1 counters on this creature. * Destroy target artifact or enchantment. * You gain 4 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of the Reliquary (1)(G)(W) Creature -- Human Knight This creature gets +1/+1 for each land card in your graveyard. {T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt (R) Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Linvala, Keeper of Silence (2)(W)(W) Legendary Creature -- Angel Flying Activated abilities of creatures your opponents control can't be activated. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (G) Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lotus Cobra (1)(G) Creature -- Snake Landfall -- Whenever a land you control enters, add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Magus of the Moon (2)(R) Creature -- Human Wizard Nonbasic lands are Mountains. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Mother of Runes (W) Creature -- Human Cleric {T}: Target creature you control gains protection from the color of your choice until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nightshade Peddler (1)(G) Creature -- Human Druid Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, both creatures have deathtouch. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oracle of Mul 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	Palace Jailer (2)(W)(W) Creature -- Human Soldier When this creature enters, you become the monarch. When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Revoker (2) Artifact Creature -- Phyrexian Horror As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plateau Land -- Mountain Plains ({T}: Add {R} or {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Pyroblast (R) Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ramunap Excavator (2)(G) Creature -- Snake Cleric You may play lands from your graveyard. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorverge Thicket Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recruiter of the Guard (2)(W) Creature -- Human Soldier When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Renegade Rallier (1)(G)(W) Creature -- Human Warrior Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Restoration Angel (3)(W) Creature -- Angel Flash Flying When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reveillark (4)(W) Creature -- Elemental Flying When this creature leaves the battlefield, return up to two target creature cards with power 2 or less from your graveyard to the battlefield. Evoke {5}{W} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rootbound Crag Land This land enters tapped unless you control a Mountain or a Forest. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rugged Prairie Land {T}: Add {C}. {R/W}, {T}: Add {R}{R}, {R}{W}, or {W}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

($\{T\}$: Add $\{R\}$ 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

Savannah

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

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①

Artifact -- Equipment

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Equipped creature gets +1/-1.
Whenever equipped creature dies,
draw two cards.
Equip {1}
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stirring Wildwood

Land

This land enters tapped.
 {T}: Add {G} or {W}.
 {1}{G}{W}: Until end of turn, this land becomes a 3/4 green and white Elemental creature with reach. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Kor Artificer

When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunpetal Grove

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Umezawa's Jitte ② Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} 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	Voice of Resurgence ⑥ W Creature -- Elemental Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. 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 - Artem_Kuhtin - 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 12/13 - 8 cards - 2.5 x 3.5 in each

Wood Elves (2)(G) Creature -- Elf Scout When this creature enters, search your library for a Forest card, put that card onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xenagos, the Reveler (2)(R)(G) Legendary Planeswalker -- Xenagos [+1]: Add X mana in any combination of {R} and/or {G}, where X is the number of creatures you control. [0]: Create a 2/2 red and green Satyr creature token with haste. [-6]: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zealous Conscripts (4)(R) Creature -- Human Warrior Haste When this creature enters, gain control of target permanent until end of turn. Untap that permanent. It gains haste until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marath, Will of the Wild (R)(G)(W) Legendary Creature -- Elemental Beast Marath enters with a number of +1/+1 counters on it equal to the amount of mana spent to cast it. {X}, Remove X +1/+1 counters from Marath: Choose one -- * Put X +1/+1 counters on target creature. X can't be 0. * Marath deals X damage to any target. X can't be 0. * Create an X/X green Elemental creature token. X can't be 0. [sideboard] 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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