## Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Apex Altisaur {7}{G}{G}

Creature -- Dinosaur

When this creature enters, it fights up to one target creature you don't control.
Enrage -- Whenever this creature is dealt damage, it fights up to one target creature you don't control.

**10/10**

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

## 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

## Basalt Monolith {3}

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{3}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Beast Within {2}{G}

Instant

Destroy target permanent. Its controller creates a 3/3 green Beast creature token.

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.

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## Cactus Preserve

Land -- Desert

This land enters tapped.
{T}: Add one mana of any type that a land you control could produce.
{3}: Until end of turn, this land becomes an X/X green Plant creature with reach, where X is the greatest mana value among your commanders. It's still a land.

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 {R}

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 {4}{R}{R}

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## City of Solitude {2}{G}

Enchantment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Coalition Relic {3}

Artifact

{T}: Add one mana of any color.
{T}: Put a charge counter on this artifact.
At the beginning of your first main phase, remove all charge counters from this artifact. Add one mana of any color for each charge counter removed this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Command Beacon

Land

{T}: Add {C}.
{T}, Sacrifice this land: Put your commander into your hand from the command zone.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## 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

## Crop Rotation (G)

Instant

As an additional cost to cast this spell, sacrifice a land.
Search your library for a land card, put that card onto the battlefield, then shuffle.

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

## Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Desperate Ritual (1)(R)

Instant -- Arcane

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dwarven Ruins

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add {R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Emrakul, the Promised End (13)

Legendary Creature -- Eldrazi

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**

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## Fertile Ground {1}{G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## Final Fortune {R}{R}

Instant

Take an extra turn after this one. At the beginning of that turn's end step, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fire-Lit Thicket

Land

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

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## 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

## Galvanic Discharge {R}

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.

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## Gamble {R}

Sorcery

Search your library for a card, put that card into your hand, discard a card at random, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gemstone Caverns

Legendary Land

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.
{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Geosurge {R}{R}{R}{R}

Sorcery

Add {R}{R}{R}{R}{R}{R}{R}{R}. Spend this mana only to cast artifact or creature spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghostfire Slice {2}{R}

Instant

Devoid (This card has no color.)
This spell costs {2} less to cast if an opponent controls a multicolored permanent.
Ghostfire Slice deals 4 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glimpse the Impossible {2}{R}

Sorcery

Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gruul Signet {2}

Artifact

{1}, {T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hall of Gemstone {1}{G}{G}

World Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Havenwood Battleground

Land

This land enters tapped.
{T}: Add {G}.
{T}, Sacrifice this land: Add {G}{G}.

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## 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

## Insist {G}

Sorcery

The next creature spell you cast this turn can't be countered.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Irencrag Feat {1}{R}{R}{R}

Sorcery

Add seven {R}. You can cast only one more spell this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jeska's Will {2}{R}

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Add {R} for each card in target opponent's hand.
* Exile the top three cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jeweled Amulet {0}

Artifact

{1}, {T}: Put a charge counter on this artifact. Note the type of mana spent to pay this activation cost. Activate only if there are no charge counters on this artifact.
{T}, Remove a charge counter from this artifact: Add one mana of this artifact's last noted type.

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

## Lightning Bolt {R}

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lotus Bloom

Artifact

Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three 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.)
{T}, Sacrifice this artifact: Add three mana of any one color.

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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.

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**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.

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**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

**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.

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## Not of This World {7}

Kindred Instant -- Eldrazi

Counter target spell or ability that targets a permanent you control. This spell costs {7} less to cast if it targets a spell or ability that targets a creature you control with power 7 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Overgrowth {2}{G}

Enchantment -- Aura

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pentad Prism {2}

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prismatic Vista

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pyretic Ritual {1}{R}

Instant

Add {R}{R}{R}.

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

## Pyrokinesis {4}{R}{R}

Instant

You may exile a red card from your hand rather than pay this spell's mana cost.
Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

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

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## Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Redirect Lightning {R}

Instant -- Lesson

As an additional cost to cast this spell, pay 5 life or pay {2}.
Change the target of target spell or ability with a single target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rite of Flame {R}

Sorcery

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

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

## Sandstone Needle

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

## Savage Summoning {G}

Instant

This spell can't be countered.
The next creature spell you cast this turn can be cast as though it had flash. That spell can't be countered. That creature enters with an additional +1/+1 counter on it.

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.)

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## Seething Song (2)(R)

Instant

Add {R}{R}{R}{R}{R}.

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

## 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

## Sokenzan, Crucible of Defiance

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Steely Resolve (1)(G)

Enchantment

As this enchantment enters, choose a creature type.
Creatures of the chosen type have shroud. (They can't be the targets of spells or abilities.)

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

## Strike It Rich (R)

Sorcery

Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sundering Eruption (2)(R)

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Creatures without flying can't block this turn.

- - - BACK FACE - - -

## Volcanic Fissure

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {R}.

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## Sylvan Library {1}{G}

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Taiga

Land -- Mountain Forest

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

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

## 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

## Thornspire Verge

Land

{T}: Add {R}.
{T}: Add {G}. Activate only if you control a Mountain or a Forest.

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

## Untimely Malfunction {1}{R}

Instant

Choose one --
* Destroy target artifact.
* Change the target of target spell or ability with a single target.
* One or two target creatures can't block this turn.

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## Urza's Incubator {3}

Artifact

As this artifact enters, choose a creature type.
Creature spells of the chosen type cost {2} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Utopia Sprawl {G}

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Veil of Summer {G}

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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

## Vessel of Volatility {1}{R}

Enchantment

{1}{R}, Sacrifice this enchantment: Add {R}{R}{R}{R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Volcanic Spite {1}{R}

Instant

Volcanic Spite deals 3 damage to target creature, planeswalker, or battle. You may put a card from your hand on the bottom of your library. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Growth {G}

Enchantment -- Aura

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Slash {R}

Instant

Ferocious -- If you control a creature with power 4 or greater, damage can't be prevented this turn. Wild Slash deals 2 damage to any target.

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## Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## Worldspine Wurm {8}{G}{G}{G}

Creature -- Wurm

Trample
When this creature dies, create three 5/5 green Wurm creature tokens with trample.
When Worldspine Wurm is put into a graveyard from anywhere, shuffle it into its owner's library.

**15/15**

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

**Playtest cards - Chabernaud, Duncan - Duel Commander (OPEN QUALIFIER : La petite malle)** sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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.