

Basking Rootwalla Ⓞ Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise Ⓞ Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise Ⓞ Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise Ⓞ Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Birds of Paradise Ⓞ Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{T}: Add {G} for each creature you control.

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4 G

At the beginning of your upkeep, if this creature is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand.

4/4

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① ②

{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.

1/1

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Basic Land -- Island

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

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Basic Land -- Island

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

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Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

Creature -- Elf Druid

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

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Nantuko Vigilante 3 G

Creature -- Insect Druid Mutant

Morph {1}{G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)
When this creature is turned face up, destroy target artifact or enchantment.

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Natural Order (2)(G)(G)

Sorcery

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

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Sorcery

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

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Opposition (2)(U)(U)

Enchantment

Tap an untapped creature you control: Tap target artifact, creature, or land.

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Opposition (2)(U)(U) Enchantment Tap an untapped creature you control: Tap target artifact, creature, or land. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opposition (2)(U)(U) Enchantment Tap an untapped creature you control: Tap target artifact, creature, or land. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phantom Nishoba (5)(G)(W) Creature -- Cat Beast Spirit Trample This creature enters with seven +1/+1 counters on it. Whenever this creature deals damage, you gain that much life. If damage would be dealt to this creature, prevent that damage. Remove a +1/+1 counter from this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger (G) Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Quirion Ranger (G) Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ravenous Baloth (2)(G)(G) Creature -- Beast Sacrifice a Beast: You gain 4 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Squee, Goblin Nabob (2)(R) Legendary Creature -- Goblin At the beginning of your upkeep, you may return this card from your graveyard to your hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Survival of the Fittest (1)(G) Enchantment {G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment

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Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

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Creature -- Spirit

Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

1/4

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Creature -- Spirit

Flying
{T}, Tap two untapped creatures you control: Return target permanent to its owner's hand.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elemental

At the beginning of each upkeep, create a 1/1 green Saproling creature token.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Plant Wall

Defender
When this creature enters, draw a card.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/10 - 8 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.

Wall of Blossoms 16 Creature -- Plant Wall Defender When this creature enters, draw a card. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wall of Roots 16 Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. 0/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Coast Land {T}: Add {C}. {T}: Add {G} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blue Elemental Blast Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blue Elemental Blast Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chill Enchantment Red spells cost {2} more to cast. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xantid Swarm Creature -- Insect Flying Whenever this creature attacks, defending player can't cast spells this turn. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Xantid Swarm Creature -- Insect Flying Whenever this creature attacks, defending player can't cast spells this turn. [sideboard] 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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Playtest cards - Pippen - Unknown format (LEGA SPARTANA TAPPA 1)

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