

G G G

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

G G G

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

① ②

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)

Whenever you tap a creature for mana, add an additional {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

When this creature enters, earthbend
1. (Target land you control becomes
a 0/0 creature with haste that's
still a land. Put a +1/+1 counter on
it. When it dies or is exiled,
return it to the battlefield
tapped.)

Whenever you tap a creature for mana, add an additional {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)

Whenever you tap a creature for mana, add an additional {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)

Whenever you tap a creature for mana, add an additional {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Craterhoof Behemoth (5GGG) Creature -- Beast Haste When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	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	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	Gene Pollinator Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gene Pollinator Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gene Pollinator Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gene Pollinator ⑥ Artifact Creature -- Robot Insect {T}, Tap an untapped permanent you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator ⑥⑥ Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator ⑥⑥ Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marang River Regent ④③③ Creature -- Dragon Flying When this creature enters, return up to two other target nonland permanents to their owners' hands. 6/7 --- ADVENTURE --- Coil and Catch ③③ Instant -- Omen Draw three cards, then discard a card. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mockingbird X U Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mockingbird X U Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mockingbird X U Creature -- Bird Bard Flying You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Multiversal Passage Land As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's Rhythm X G G Sorcery Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nature's Rhythm X G G Sorcery Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

X G G

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G G

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

Harmonize {X}{G}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider Manifestation (1)(R/G) Creature -- Spider Avatar Reach {T}: Add {R} or {G}. Whenever you cast a spell with mana value 4 or greater, untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider Manifestation (1)(R/G) Creature -- Spider Avatar Reach {T}: Add {R} or {G}. Whenever you cast a spell with mana value 4 or greater, untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Spider Manifestation (1)(R/G) Creature -- Spider Avatar Reach {T}: Add {R} or {G}. Whenever you cast a spell with mana value 4 or greater, untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spider Manifestation (1)(R/G) Creature -- Spider Avatar Reach {T}: Add {R} or {G}. Whenever you cast a spell with mana value 4 or greater, untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wistfulness Creature -- Elemental Incarnation When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls. When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card. Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Champion of the Weird Creature -- Goblin Berserker As an additional cost to cast this spell, behold a Goblin and exile it. (Exile a Goblin you control or a Goblin card from your hand.) Pay 1 life, Blight 2: Target opponent blights 2. Activate only as a sorcery. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chomping Changeling Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, destroy up to one target artifact or enchantment. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Explosive Prodigy Creature -- Elemental Sorcerer Vivid -- When this creature enters, it deals X damage to target creature an opponent controls, where X is the number of colors among permanents you control. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

At the beginning of your first main phase, you may pay {G}. If you do, transform Oko. [+2]: Up to one target creature gains all creature types. (This effect doesn't end.) [+1]: Target creature gets -2/-0 until your next turn.

L 3

- - - BACK FACE - - -

At the beginning of your first main phase, you may pay {U}.
If you do, transform {X} into {Y}.
[-1] Mill three cards. You may put a permanent card from among them into your hand.
[-3]: Create two 3/3 green Elk creature tokens.
[-6]: Choose a creature type. You get an emblem with "Creatures you control of the chosen type get +3/+3 and have vigilance and hexproof."

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)

Counter target instant spell, sorcery spell, or triggered ability.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)
Counter target instant spell, sorcery spell, or triggered ability.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

This spell can't be countered.
Trample
 Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unable to Scream U Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wear Down 1G Sorcery Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Destroy target artifact or enchantment. If the gift was promised, instead destroy two target artifacts and/or enchantments. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ygra, Eater of All 3BG Legendary Creature -- Elemental Cat Ward--Sacrifice a Food. Other creatures are Food artifacts in addition to their other types and have "{2}, {T}, Sacrifice this permanent: You gain 3 life." Whenever a Food is put into a graveyard from the battlefield, put two +1/+1 counters on Ygra. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
--	---	--