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| <div><div><div>Badgermole Cub</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Badger Mole</div><div>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}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Badgermole Cub</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Badger Mole</div><div>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}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Badgermole Cub</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Badger Mole</div><div>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}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Badgermole Cub</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Badger Mole</div><div>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}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Ba Sing Se</div><div>Land</div></div><div><div>This land enters tapped unless you control a basic land. {T}: Add {G}. {2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                         | <div><div><div>Ba Sing Se</div><div>Land</div></div><div><div>This land enters tapped unless you control a basic land. {T}: Add {G}. {2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                         | <div><div><div>Ba Sing Se</div><div>Land</div></div><div><div>This land enters tapped unless you control a basic land. {T}: Add {G}. {2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                         | <div><div><div>Defend the Rider</div><div><div>6</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Target permanent you control gains hexproof and indestructible until end of turn.<br/>* Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                     |

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| <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Earthbender Ascension 26</div><div>Enchantment</div><div><p>When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Earthbender Ascension 26</div><div>Enchantment</div><div><p>When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Earthbender Ascension 26</div><div>Enchantment</div><div><p>When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Earthbender Ascension 26</div><div>Enchantment</div><div><p>When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Escape Tunnel</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         | <div><div>Escape Tunnel</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         | <div><div>Escape Tunnel</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         |

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| <div><div><div>Esper Origins</div><div>16</div></div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Esper Origins</div><div>16</div></div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Esper Origins</div><div>16</div></div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fabled Passage</div></div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fabled Passage</div></div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fabled Passage</div></div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>( {T} ): Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Icetill Explorer2GG</div> <div>Creature -- Insect Scout</div> <div>You may play an additional land on each of your turns.<br/>You may play lands from your graveyard.<br/>Landfall -- Whenever a land you control enters, mill a card.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Icetill Explorer2GG</div> <div>Creature -- Insect Scout</div> <div>You may play an additional land on each of your turns.<br/>You may play lands from your graveyard.<br/>Landfall -- Whenever a land you control enters, mill a card.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Icetill Explorer2GG</div> <div>Creature -- Insect Scout</div> <div>You may play an additional land on each of your turns.<br/>You may play lands from your graveyard.<br/>Landfall -- Whenever a land you control enters, mill a card.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Icetill Explorer</b> (2)(G)(G)<br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                               | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                               | <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                               |
| <b>Llanowar Elves</b> (G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                | <b>Meltstrider's Resolve</b> (G)<br>Enchantment -- Aura<br>Enchant creature you control<br>When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)<br>Enchanted creature gets +0/+2 and can't be blocked by more than one creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Meltstrider's Resolve</b> (G)<br>Enchantment -- Aura<br>Enchant creature you control<br>When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)<br>Enchanted creature gets +0/+2 and can't be blocked by more than one creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Meltstrider's Resolve</b> (G)<br>Enchantment -- Aura<br>Enchant creature you control<br>When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)<br>Enchanted creature gets +0/+2 and can't be blocked by more than one creature.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <b>Meltstrider's Resolve</b> <span>2GG</span> </div> <div> Enchantment -- Aura </div> <div> <p>Enchant creature you control</p> <p>When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)</p> <p>Enchanted creature gets +0/+2 and can't be blocked by more than one creature.</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                           | <div> <b>Mightform Harmonizer</b> <span>2GGG</span> </div> <div> Creature -- Insect Druid </div> <div> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.</p> <p>Warp {2}{G} (You may cast this card from your hand for its warp cost.</p> <p>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Mightform Harmonizer</b> <span>2GGG</span> </div> <div> Creature -- Insect Druid </div> <div> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.</p> <p>Warp {2}{G} (You may cast this card from your hand for its warp cost.</p> <p>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Mightform Harmonizer</b> <span>2GGG</span> </div> <div> Creature -- Insect Druid </div> <div> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.</p> <p>Warp {2}{G} (You may cast this card from your hand for its warp cost.</p> <p>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Mightform Harmonizer</b> <span>2GGG</span> </div> <div> Creature -- Insect Druid </div> <div> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.</p> <p>Warp {2}{G} (You may cast this card from your hand for its warp cost.</p> <p>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Promising Vein</b> </div> <div> Land -- Cave </div> <div> <p>{T}: Add {C}.</p> <p>{1}, {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                        | <div> <b>Sapling Nursery</b> <span>6GGG</span> </div> <div> Enchantment </div> <div> <p>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)</p> <p>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach.</p> <p>{1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                    | <div> <b>Sapling Nursery</b> <span>6GGG</span> </div> <div> Enchantment </div> <div> <p>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)</p> <p>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach.</p> <p>{1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                    |

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| <div><div>Sazh's Chocobo</div><div>6</div><div>Creature -- Bird</div><div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Sazh's Chocobo</div><div>6</div><div>Creature -- Bird</div><div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                            | <div><div>Sazh's Chocobo</div><div>6</div><div>Creature -- Bird</div><div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              | <div><div>Sazh's Chocobo</div><div>6</div><div>Creature -- Bird</div><div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              |
| <div><div>Bushwhack</div><div>6</div><div>Sorcery</div><div>Choose one --<br/>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Defend the Rider</div><div>6</div><div>Instant</div><div>Choose one --<br/>* Target permanent you control gains hexproof and indestructible until end of turn.<br/>* Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Keen-Eyed Curator</div><div>66</div><div>Creature -- Raccoon Scout</div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>{1}: Exile target card from a graveyard.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Keen-Eyed Curator</div><div>66</div><div>Creature -- Raccoon Scout</div><div>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br/>{1}: Exile target card from a graveyard.</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div><div>Leatherhead, Swamp Stalker</div><div><div>2</div><div>6</div><div>6</div></div></div><div>Legendary Creature -- Crocodile Mutant Rogue</div><div>Trample<br/>Leatherhead enters with a hexproof counter on her.<br/>Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.</div><div>[sideboard]</div><div><div>5/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mossborn Hydra</div><div><div>2</div><div>6</div></div></div><div>Creature -- Elemental Hydra</div><div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br/>This creature enters with a +1/+1 counter on it.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div><div>[sideboard]</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mossborn Hydra</div><div><div>2</div><div>6</div></div></div><div>Creature -- Elemental Hydra</div><div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br/>This creature enters with a +1/+1 counter on it.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div><div>[sideboard]</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mossborn Hydra</div><div><div>2</div><div>6</div></div></div><div>Creature -- Elemental Hydra</div><div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br/>This creature enters with a +1/+1 counter on it.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div><div>[sideboard]</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |
| <div><div><div>Mossborn Hydra</div><div><div>2</div><div>6</div></div></div><div>Creature -- Elemental Hydra</div><div>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)<br/>This creature enters with a +1/+1 counter on it.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div><div>[sideboard]</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Pawpatch Formation</div><div><div>1</div><div>6</div></div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with flying.<br/>* Destroy target enchantment.<br/>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>[sideboard]</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div><div>Pawpatch Formation</div><div><div>1</div><div>6</div></div></div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with flying.<br/>* Destroy target enchantment.<br/>* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div><div>[sideboard]</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div><div>Sapling Nursery</div><div><div>6</div><div>6</div><div>6</div></div></div><div>Enchantment</div><div>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)<br/>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{6}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</div><div>[sideboard]</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Sapling Nursery</b> <div> <div>6</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)</p> <p>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Surrak, Elusive Hunter</b> <div> <div>2</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Warrior</div> <div> <p>This spell can't be countered.</p> <p>Trample</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Surrak, Elusive Hunter</b> <div> <div>2</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Creature -- Human Warrior</div> <div> <p>This spell can't be countered.</p> <p>Trample</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>4/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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Playtest cards - DrPhap - Mono-Green Landfall (Standard 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 10/10 - 3 cards - 2.5 x 3.5 in each