

Bestow Greatness ②⑥ Instant Target creature gets +4/+4 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bestow Greatness ②⑥ Instant Target creature gets +4/+4 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bestow Greatness ②⑥ Instant Target creature gets +4/+4 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bestow Greatness ②⑥ Instant Target creature gets +4/+4 and gains trample until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Broodheart Engine ⒷⒺ Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodheart Engine ⒷⒺ Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodheart Engine ⒷⒺ Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broodheart Engine ⒷⒺ Artifact At the beginning of your upkeep, surveil 1. {2}{B}{G}, {T}, Sacrifice this artifact: Return target creature or Vehicle card from your graveyard to the battlefield. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chitin Gravestalker (5)(B) Creature -- Insect Warrior This spell costs {1} less to cast for each artifact and/or creature card in your graveyard. Cycling {2} ({2}, Discard this card: Draw a card.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chitin Gravestalker (5)(B) Creature -- Insect Warrior This spell costs {1} less to cast for each artifact and/or creature card in your graveyard. Cycling {2} ({2}, Discard this card: Draw a card.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dredger's Insight (1)(G) Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dredger's Insight (1)(G) Enchantment Whenever one or more artifact and/or creature cards leave your graveyard, you gain 1 life. When this enchantment enters, mill four cards. You may put an artifact, creature, or land card from among the milled cards into your hand. (To mill four cards, put the top four cards of your library into your graveyard.) 7/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Fang-Druid Summoner 36 Creature -- Ape Druid Reach When this creature enters, you may search your library and/or graveyard for a creature card with no abilities, reveal it, and put it into your hand. If you search your library this way, shuffle. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fang-Druid Summoner 36 Creature -- Ape Druid Reach When this creature enters, you may search your library and/or graveyard for a creature card with no abilities, reveal it, and put it into your hand. If you search your library this way, shuffle. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fang-Druid Summoner 36 Creature -- Ape Druid Reach When this creature enters, you may search your library and/or graveyard for a creature card with no abilities, reveal it, and put it into your hand. If you search your library this way, shuffle. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fang-Druid Summoner 36 Creature -- Ape Druid Reach When this creature enters, you may search your library and/or graveyard for a creature card with no abilities, reveal it, and put it into your hand. If you search your library this way, shuffle. 2/4 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

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Legendary Creature -- Crocodile

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Migrating Ketraddon (4)(G)(G) Creature -- Dinosaur Reach When this creature enters, you gain 4 life. Cycling {2} ({2}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Migrating Ketraddon (4)(G)(G) Creature -- Dinosaur Reach When this creature enters, you gain 4 life. Cycling {2} ({2}, Discard this card: Draw a card.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molt Tender (G) Creature -- Insect Druid {T}: Mill a card. (Put the top card of your library into your graveyard.) {T}, Exile a card from your graveyard: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molt Tender (G) Creature -- Insect Druid {T}: Mill a card. (Put the top card of your library into your graveyard.) {T}, Exile a card from your graveyard: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pothole Mole (2)(G) Creature -- Mole When this creature enters, mill three cards, then you may return a land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pothole Mole (2)(G) Creature -- Mole When this creature enters, mill three cards, then you may return a land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pothole Mole (2)(G) Creature -- Mole When this creature enters, mill three cards, then you may return a land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pothole Mole (2)(G) Creature -- Mole When this creature enters, mill three cards, then you may return a land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terrian, World Tyrant 2GGG Legendary Creature -- Dinosaur Ooze 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terrian, World Tyrant 2GGG Legendary Creature -- Dinosaur Ooze 9/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Back on Track 4B Sorcery Return target creature or Vehicle card from your graveyard to the battlefield. Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Back on Track 4B Sorcery Return target creature or Vehicle card from your graveyard to the battlefield. Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings 2G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings 2G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Broken Wings 26 Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defend the Rider 6 Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defend the Rider 6 Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defend the Rider 6 Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Defend the Rider 6 Instant Choose one -- * Target permanent you control gains hexproof and indestructible until end of turn. * Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plow Through 6 Sorcery Choose one -- * Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.) * Destroy target Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plow Through 6 Sorcery Choose one -- * Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.) * Destroy target Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plow Through 6 Sorcery Choose one -- * Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.) * Destroy target Vehicle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wreck Remover Artifact Creature -- Construct Whenever this creature enters or attacks, exile up to one target card from a graveyard. You gain 1 life. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wreck Remover Artifact Creature -- Construct Whenever this creature enters or attacks, exile up to one target card from a graveyard. You gain 1 life. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wreck Remover Artifact Creature -- Construct Whenever this creature enters or attacks, exile up to one target card from a graveyard. You gain 1 life. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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