Bonny Pall, Clearcutter {3}{G}{U}{U}

Legendary Creature -- Giant Scout

Reach
When Bonny Pall enters, create Beau, a legendary blue Ox creature token with "Beau's power and toughness are each equal to the number of lands you control."
Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever you attack, draw a card, then you may put a land card from your hand or graveyard onto the battlefield.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

First Family {2}{G}{U}

Instant

You draw X cards and gain X life, where X is the number of colors among permanents you control and spells you've cast this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - minus1token - Unknown format (MO ???99???#2 (?123????CS) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Genemorph Imago (G)(U)

Creature -- Insect Druid

Flying
Landfall -- Whenever a land you control enters, target creature has base power and toughness 3/3 until end of turn. If you control six or more lands, that creature has base power and toughness 6/6 until end of turn instead.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Horned Loch-Whale

Card

- - - OTHER FACE - - -

Horned Loch-Whale

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island

Basic Land -- Island

({T}: Add {U}.)

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Playtest cards - minus1token - Unknown format (MO ???99???#2 (?123????CS) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kellan, Inquisitive Prodigy (2)(G)(U)

Legendary Creature -- Human Faerie Detective

Flying, vigilance
Whenever Kellan attacks, destroy up to one target artifact. If you controlled that permanent, draw a card.

3/4

- - - ADVENTURE - - -

Tail the Suspect (G)(U)

Sorcery -- Adventure

Investigate. You may play an additional land this turn. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kishla Village

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {G}.
{3}{G}, {T}: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kishla Village

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This land enters tapped unless you control an Island or a Swamp.
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{3}{G}, {T}: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lovestruck Beast (2)(G)

Creature -- Beast Noble

This creature can't attack unless you control a 1/1 creature.

5/5

- - - ADVENTURE - - -

Heart's Desire (G)

Sorcery -- Adventure

Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - minus1token - Unknown format (MO ???99???#2 (?123????CS) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind into Matter XGU

Sorcery

Draw X cards. Then you may put a permanent card with mana value X or less from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind into Matter XGU

Sorcery

Draw X cards. Then you may put a permanent card with mana value X or less from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quandrix Command 1GU

Instant

Choose two --
* Return target creature or planeswalker to its owner's hand.
* Counter target artifact or enchantment spell.
* Put two +1/+1 counters on target creature.
* Target player shuffles up to three target cards from their graveyard into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - minus1token - Unknown format (MO ???99???#2 (?123????CS) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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Quandrix Command {1}{G}{U}

Instant

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* Counter target artifact or enchantment spell.
* Put two +1/+1 counters on target creature.
* Target player shuffles up to three target cards from their graveyard into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Vinestalk

Land

This land enters tapped.
{T}: Add {G} or {U}.
{3}{G}{U}: Until end of turn, this land becomes a 5/5 green and blue Plant creature with trample. It's still a land.
Whenever this land attacks, up to one other target creature has base power and toughness 3/3 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Invasion {1}{U}{U}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile up to one target creature other than enchanted creature until this Aura leaves the battlefield. Enchanted creature becomes a copy of that creature until this Aura leaves the battlefield.
Enchanted creature has ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Secret Invasion {1}{U}{U}

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Enchanted creature has ward {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tam, Mindful First-Year {1}{G/U}

Legendary Creature -- Gorgon Wizard

Each other creature you control has hexproof from each of its colors.
{T}: Target creature you control becomes all colors until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Mystery

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk {4}{G}

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk {4}{G}

Creature -- Beast

When this creature enters, you gain 5 life.
When this creature leaves the battlefield, create a 3/3 green Beast creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thragtusk {4}{G}

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5/3

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Vineglimmer Snarl

Land

As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vineglimmer Snarl

Land

As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped.
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As this land enters, you may reveal a Forest or Island card from your hand. If you don't, this land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chitterspitter (2)(G)

Artifact

At the beginning of your upkeep, you may sacrifice a token. If you do, put an acorn counter on this artifact.
Squirrels you control get +1/+1 for each acorn counter on this artifact.
{G}, {T}: Create a 1/1 green Squirrel creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{G}, {T}: Create a 1/1 green Squirrel creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Infestation (X)(X)(G)

Sorcery

Destroy up to X target artifacts and/or enchantments. Create twice X 1/1 black and green Pest creature tokens with "When this token dies, you gain 1 life."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pest Infestation (X)(X)(G)

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Pest Infestation {X}{X}{G}

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenging Ooze {1}{G}

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

2/2

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrun, Breaker of Silence {3}{G}{G}

Legendary Creature -- Troll Shaman

This spell can't be countered.
Trample
Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control.
During your turn, Thrun has indestructible.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voidslime {G}{U}{U}

Instant

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voidslime {G}{U}{U}

Instant

Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.)

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Whelming Wave (2)(U)(U)

Sorcery

Return all creatures to their owners' hands except for Krakens, Leviathans, Octopuses, and Serpents.

[sideboard]

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Whelming Wave (2)(U)(U)

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