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| <p><b>Bristly Bill, Spine Sower</b> ①⑥</p> <p>Legendary Creature -- Plant Druid</p> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.</p> <p>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                       | <p><b>Bristly Bill, Spine Sower</b> ①⑥</p> <p>Legendary Creature -- Plant Druid</p> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.</p> <p>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                         | <p><b>Bristly Bill, Spine Sower</b> ①⑥</p> <p>Legendary Creature -- Plant Druid</p> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.</p> <p>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                         | <p><b>Case of the Locked Hothouse</b> ③⑥</p> <p>Enchantment -- Case</p> <p>You may play an additional land on each of your turns.</p> <p>To solve -- You control seven or more lands. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Case of the Locked Hothouse</b> ③⑥</p> <p>Enchantment -- Case</p> <p>You may play an additional land on each of your turns.</p> <p>To solve -- You control seven or more lands. (If unsolved, solve at the beginning of your end step.)</p> <p>Solved -- You may look at the top card of your library any time, and you may play lands and cast creature and enchantment spells from the top of your library.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Clifftop Lookout</b> ②⑥</p> <p>Creature -- Frog Scout</p> <p>Reach</p> <p>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Clifftop Lookout</b> ②⑥</p> <p>Creature -- Frog Scout</p> <p>Reach</p> <p>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Clifftop Lookout</b> ②⑥</p> <p>Creature -- Frog Scout</p> <p>Reach</p> <p>When this creature enters, reveal cards from the top of your library until you reveal a land card. Put that card onto the battlefield tapped and the rest on the bottom of your library in a random order.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                               |

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| <div><div><div>Doppelgang</div><div><div>X</div><div>X</div><div>X</div><div>G</div><div>U</div></div></div><div>Sorcery</div><div>For each of X target permanents, create X tokens that are copies of that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Doppelgang</div><div><div>X</div><div>X</div><div>X</div><div>G</div><div>U</div></div></div><div>Sorcery</div><div>For each of X target permanents, create X tokens that are copies of that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Doppelgang</div><div><div>X</div><div>X</div><div>X</div><div>G</div><div>U</div></div></div><div>Sorcery</div><div>For each of X target permanents, create X tokens that are copies of that permanent.</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>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>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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**X G**

Vigilance, trample, haste  
This creature enters with X +1/+1  
counters on it.  
When this creature dies, create a  
number of tapped Treasure tokens  
equal to its power.

0/0

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2 G

When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

{2}, {T}, Sacrifice this artifact: You gain 3 life.

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2 G

When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

{2}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

(Gain the next level as a sorcery to add its ability.)

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

{G}: Level 2

Permanents you control with counters on them have ward {1}.

{3}{G}: Level 3

If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

(Gain the next level as a sorcery to add its ability.)  
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.  
{G}: Level 2  
Permanents you control with counters on them have ward {1}.  
{3}{G}: Level 3  
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                 | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                 | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                          | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                              |
| <div>Nissa, Resurgent Animist 26</div> <div>Legendary Creature -- Elf Scout</div> <div>Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nissa, Resurgent Animist 26</div> <div>Legendary Creature -- Elf Scout</div> <div>Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Railway Brawler 366</div> <div>Creature -- Rhino Warrior</div> <div>Reach, trample<br/>Whenever another creature you control enters, put X +1/+1 counters on it, where X is its power.<br/>Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Silverback Elder 2666</div> <div>Creature -- Ape Shaman</div> <div>Whenever you cast a creature spell, choose one --<br/>* Destroy target artifact or enchantment.<br/>* Look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order.<br/>* You gain 4 life.</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Tender Wildguide</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Possum Druid</div> <div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>{T}: Add one mana of any color.</div> <div>{T}: Put a +1/+1 counter on this creature.</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                    | <div> <div>Tender Wildguide</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Possum Druid</div> <div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>{T}: Add one mana of any color.</div> <div>{T}: Put a +1/+1 counter on this creature.</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Tender Wildguide</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Possum Druid</div> <div> <div> <div>Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)</div> <div>{T}: Add one mana of any color.</div> <div>{T}: Put a +1/+1 counter on this creature.</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div>                                                                                                                          | <div> <div>Thornvault Forager</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Squirrel Ranger</div> <div> <div>{T}: Add {G}.</div> <div>{T}, Forage: Add two mana in any combination of colors. (To forage, exile three cards from your graveyard or sacrifice a Food.)</div> <div>{3}{G}, {T}: Search your library for a Squirrel card, reveal it, put it into your hand, then shuffle.</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                    |
| <div> <div>Thornvault Forager</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Squirrel Ranger</div> <div> <div> <div>{T}: Add {G}.</div> <div>{T}, Forage: Add two mana in any combination of colors. (To forage, exile three cards from your graveyard or sacrifice a Food.)</div> <div>{3}{G}, {T}: Search your library for a Squirrel card, reveal it, put it into your hand, then shuffle.</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> | <div> <div>Tyrranax Rex</div> <div> <div>4</div> <div>6</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Phyrexian Dinosaur</div> <div> <div>This spell can't be countered.</div> <div>Trample, ward {4}, haste</div> <div>Toxic 4 (Players dealt combat damage by this creature also get four poison counters.)</div> </div> <div> <div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                          | <div> <div>Virtue of Strength</div> <div> <div>5</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <div>If you tap a basic land for mana, it produces three times as much of that mana instead.</div> <div>-----ADVENTURE-----</div> <div> <div>Garenbrig Growth</div> <div>6</div> </div> <div>Sorcery -- Adventure</div> <div> <div>Return target creature or land card from your graveyard to your hand. (Then exile this card. You may cast the enchantment later from exile.)</div> </div> </div> <div> <div>6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Virtue of Strength</div> <div> <div>5</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <div>If you tap a basic land for mana, it produces three times as much of that mana instead.</div> <div>-----ADVENTURE-----</div> <div> <div>Garenbrig Growth</div> <div>6</div> </div> <div>Sorcery -- Adventure</div> <div> <div>Return target creature or land card from your graveyard to your hand. (Then exile this card. You may cast the enchantment later from exile.)</div> </div> </div> <div> <div>6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

Playtest cards - Heavy\_Potter - Standard (Community Turnier 3/2024)

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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Virtue of Strength(5)(G)(G)</div><div>Enchantment</div><div>If you tap a basic land for mana, it produces three times as much of that mana instead.</div><div></div><div>----- ADVENTURE -----</div><div>Garenbrig Growth(G)</div><div>Sorcery -- Adventure</div><div>Return target creature or land card from your graveyard to your hand. (Then exile this card. You may cast the enchantment later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Vorinclex(3)(G)(G)</div><div>Legendary Creature -- Phyrexian Praetor</div><div>Reach, trample<br/>When Vorinclex enters, search your library for up to two Forest cards, reveal them, put them into your hand, then shuffle.<br/>{6}{G}{G}: Exile Vorinclex, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.</div><div>6/6</div><div>----- BACK FACE -----</div><div>The Grand Evolution</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Mill ten cards. Put up to two creature cards from among the milled cards onto the battlefield.<br/>II -- Distribute seven +1/+1 counters among any number of target creatures you control.<br/>III -- Until end of turn, creatures you control gain "{1}: This creature fights target creature you don't control." Exile this Saga, then return it to the battlefield (front face up).</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrenn and Realmbreaker(1)(G)(G)</div><div>Legendary Planeswalker -- Wrenn</div><div>Lands you control have "{T}: Add one mana of any color."<br/>[+1]: Up to one target land you control becomes a 3/3 Elemental creature with vigilance, hexproof, and haste until your next turn. It's still a land.<br/>[-2]: Mill three cards. You may put a permanent card from among the milled cards into your hand.<br/>[-7]: You get an emblem with "You may play lands and cast permanent spells from your graveyard."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrenn and Realmbreaker(1)(G)(G)</div><div>Legendary Planeswalker -- Wrenn</div><div>Lands you control have "{T}: Add one mana of any color."<br/>[+1]: Up to one target land you control becomes a 3/3 Elemental creature with vigilance, hexproof, and haste until your next turn. It's still a land.<br/>[-2]: Mill three cards. You may put a permanent card from among the milled cards into your hand.<br/>[-7]: You get an emblem with "You may play lands and cast permanent spells from your graveyard."</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Fecund Greenshell(2)(G)(G)</div><div>Creature -- Elemental Turtle</div><div>Reach<br/>As long as you control ten or more lands, creatures you control get +2/+2.<br/>Whenever this creature or another creature you control with toughness greater than its power enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. Otherwise, put it into your hand.</div><div>[sideboard]</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>High Noon(1)(W)</div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | <div><div>High Noon(1)(W)</div><div>Enchantment</div><div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                           | <div><div>Hunter's Talent(1)(G)</div><div>Enchantment -- Class</div><div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br/>{1}{G}: Level 2<br/>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br/>{3}{G}: Level 3<br/>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

① ②

(Gain the next level as a sorcery to add its ability.)  
When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.

Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.

At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

3/3

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**G W**

If you would get one or more poison counters, instead you get one poison counter and you can't get additional poison counters this turn.

**Exile Melira:** Choose another target creature or artifact. When it's put into a graveyard this turn, return that card to the battlefield under its owner's control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G W**

If you would get one or more poison counters, instead you get one poison counter and you can't get additional poison counters this turn.

Exile Melira: Choose another target creature or artifact. When it's put into a graveyard this turn, return that card to the battlefield under its owner's control.

3/3

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Basic Land -- Plains

[sideboard]

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⑨

When this artifact enters, each opponent sacrifices three creatures of their choice.

At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. It's a Phyrexian in addition to its other types.

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Ⓒ

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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**G**

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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Ⓒ

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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| <div><div><div><div><div><div></div><div>Tail Swipe</div><div>6</div></div><div>Instant</div><div>Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (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></div> | <div><div><div><div><div><div></div><div>Tail Swipe</div><div>6</div></div><div>Instant</div><div>Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (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></div> | <div><div><div><div><div><div></div><div>Tail Swipe</div><div>6</div></div><div>Instant</div><div>Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (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></div> |  |
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