Arcane Signet (2)

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arena of Glory

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashaya, Soul of the Wild (3)(G)(G)

Legendary Creature -- Elemental

Ashaya's power and toughness are each equal to the number of lands you control.
Nontoken creatures you control are Forest lands in addition to their other types. (They're still affected by summoning sickness.)

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barbarian Ring

Land

{T}: Add {R}. This land deals 1 damage to you.
Threshold -- {R}, {T}, Sacrifice this land: It deals 2 damage to any target. Activate only if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beast Within (2)(G)

Instant

Destroy target permanent. Its controller creates a 3/3 green Beast creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasphemous Act (8)(R)

Sorcery

This spell costs {1} less to cast for each creature on the battlefield.
Blasphemous Act deals 13 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branching Evolution (2)(G)

Enchantment

If one or more +1/+1 counters would be put on a creature you control, twice that many +1/+1 counters are put on that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristling Backwoods

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Bristly Bill, Spine Sower {1}{G}

Legendary Creature -- Plant Druid

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.
{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bulk Up {1}{R}

Instant

Double target creature's power until end of turn.
Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cacophony Scamp {R}

Creature -- Phyrexian Goblin Warrior

Whenever this creature deals combat damage to a player, you may sacrifice it. If you do, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
When this creature dies, it deals damage equal to its power to any target.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cankerbloom {1}{G}

Creature -- Phyrexian Fungus

{1}, Sacrifice this creature: Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Castle Embereth

Land

This land enters tapped unless you control a Mountain.
{T}: Add {R}.
{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chain Lightning {R}

Sorcery

Chain Lightning deals 3 damage to any target. Then that player or that permanent's controller may pay {R}{R}. If the player does, they may copy this spell and may choose a new target for that copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Champion of Lambholt {1}{G}{G}

Creature -- Human Warrior

Creatures with power less than this creature's power can't block creatures you control.
Whenever another creature you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chaos Warp {2}{R}

Instant

The owner of target permanent shuffles it into their library, then reveals the top card of their library. If it's a permanent card, they put it onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commercial District

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Copperline Gorge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crash Through (R)

Sorcery

Creatures you control gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crop Rotation (G)

Instant

As an additional cost to cast this spell, sacrifice a land.
Search your library for a land card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cultivate (2)(G)

Sorcery

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Den of the Bugbear

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {R}.
{3}{R}: Until end of turn, this land becomes a 3/2 red Goblin creature with "Whenever this creature attacks, create a 1/1 red Goblin creature token that's tapped and attacking." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolution Sage (2)(G)

Creature -- Elf Druid

Landfall -- Whenever a land you control enters, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fanatic of Rhonas

Token Creature -- Zombie Snake Druid

{T}: Add {G}.
Ferocious -- {T}: Add {G}{G}{G}{G}. Activate only if you control a creature with power 4 or greater.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fling {1}{R}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PyrohydraTV - Brawl (Chill Brawl II) sheet 4/13 - 8 cards - 2.5 x 3.5 in each

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forgotten Ancient {3}{G}

Creature -- Elemental

Whenever a player casts a spell, you may put a +1/+1 counter on this creature.
At the beginning of your upkeep, you may move any number of +1/+1 counters from this creature onto other creatures.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PyrohydraTV - Brawl (Chill Brawl II) sheet 5/13 - 8 cards - 2.5 x 3.5 in each

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.

Ghalta, Primal Hunger {10}{G}{G}

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the total power of creatures you control.
Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Anarchomancer {R}{G}

Creature -- Goblin Shaman

Each spell you cast that's red or green costs {1} less to cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grumgully, the Generous {1}{R}{G}

Legendary Creature -- Goblin Shaman

Each other non-Human creature you control enters with an additional +1/+1 counter on it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Signet {2}

Artifact

{1}, {T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Halana and Alena, Partners {2}{R}{G}

Legendary Creature -- Human Ranger

Reach (This creature can block creatures with flying.)
First strike (This creature deals combat damage before creatures without first strike.)
At the beginning of combat on your turn, put X +1/+1 counters on another target creature you control, where X is Halana and Alena's power. That creature gains haste until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardened Scales {G}

Enchantment

If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Heroic Intervention {1}{G}

Instant

Permanents you control gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunter's Talent {1}{G}

Enchantment -- Class

(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.
{1}{G}: Level 2
Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.
{3}{G}: Level 3
At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impractical Joke {R}

Sorcery

Damage can't be prevented this turn. Impractical Joke deals 3 damage to up to one target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Incubation Druid {1}{G}

Creature -- Elf Druid

{T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead.
{3}{G}{G}: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.)

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infuriate {R}

Instant

Target creature gets +3/+2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innkeeper's Talent {1}{G}

Enchantment -- Class

(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

Jeska's Will {2}{R}

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Add {R} for each card in target opponent's hand.
* Exile the top three cards of your library. You may play them this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of Whispered Hopes {2}{G}

Creature -- Spirit

If one or more +1/+1 counters would be put on a permanent you control, that many plus one +1/+1 counters are put on that permanent instead.
{T}: Add X mana of any one color, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minsc & Boo, Timeless Heroes {2}{R}{G}

Legendary Planeswalker -- Minsc

When Minsc & Boo enters and at the beginning of your upkeep, you may create Boo, a legendary 1/1 red Hamster creature token with trample and haste.
[+1]: Put three +1/+1 counters on up to one target creature with trample or haste.
[-2]: Sacrifice a creature. When you do, Minsc & Boo deals X damage to any target, where X is that creature's power. If the sacrificed creature was a Hamster, draw X cards.
Minsc & Boo, Timeless Heroes can be your commander.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Rage {R}

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossborn Hydra {2}{G}

Creature -- Elemental Hydra

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
This creature enters with a +1/+1 counter on it.
Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ozolith, the Shattered Spire {1}{G}

Legendary Artifact

If one or more +1/+1 counters would be put on an artifact or creature you control, that many plus one +1/+1 counters are put on it instead.
{1}{G}, {T}: Put a +1/+1 counter on target artifact or creature you control. Activate only as a sorcery.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Picnic Ruiner {1}{R}

Creature -- Goblin Rogue

Whenever this creature attacks while you control a creature with power 4 or greater, this creature gains double strike until end of turn.

2/2

- - - ADVENTURE - - -

Stolen Goodies {3}{G}

Sorcery -- Adventure

Distribute three +1/+1 counters among any number of target creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quartzwood Crasher {2}{R}{R}{G}

Creature -- Dinosaur Beast

Trample
Whenever one or more creatures you control with trample deal combat damage to a player, create an X/X green Dinosaur Beast creature token with trample, where X is the amount of damage those creatures dealt to that player.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rampant Growth {1}{G}

Sorcery

Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Reclamation Sage {2}{G}

Creature -- Elf Shaman

When this creature enters, you may destroy target artifact or enchantment.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reliquary Tower

Land

You have no maximum hand size.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Renata, Called to the Hunt {2}{G}{G}

Legendary Enchantment Creature -- Demigod

Renata's power is equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)
Each other creature you control enters with an additional +1/+1 counter on it.

***/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rhythm of the Wild {1}{R}{G}

Enchantment

Creature spells you control can't be countered.
Nontoken creatures you control have riot. (They enter with your choice of a +1/+1 counter or haste.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishkar, Peema Renegade {2}{G}

Legendary Creature -- Elf Druid

When Rishkar enters, put a +1/+1 counter on each of up to two target creatures.
Each creature you control with a counter on it has "{T}: Add {G}."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rockfall Vale

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rootbound Crag

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruby, Daring Tracker {R}{G}

Legendary Creature -- Human Scout

Haste (This creature can attack and {T} as soon as it comes under your control.)
Whenever Ruby attacks while you control a creature with power 4 or greater, Ruby gets +2/+2 until end of turn.
{T}: Add {R} or {G}.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

Instant

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sokenzan, Crucible of Defiance

Legendary Land

{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Immolation {3}{R}{R}

Sorcery

As an additional cost to cast this spell, blight X. X can't be greater than the greatest toughness among creatures you control. (Put X -1/-1 counters on a creature you control.)
Soul Immolation deals X damage to each opponent and each creature they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Staff of Compleation {3}

Artifact

{T}, Pay 1 life: Destroy target permanent you own.
{T}, Pay 2 life: Add one mana of any color.
{T}, Pay 3 life: Proliferate.
{T}, Pay 4 life: Draw a card.
{5}: Untap this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Studious First-Year {G}

Creature -- Bear Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

1/1

- - - OTHER FACE - - -

Rampant Growth {1}{G}

Sorcery

Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Tutor {G}

Sorcery

Search your library for a creature card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Taurean Mauler {2}{R}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
Whenever an opponent casts a spell, you may put a +1/+1 counter on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Temple of Abandon

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 {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Great Henge {7}{G}{G}

Legendary Artifact

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
{T}: Add {G}{G}. You gain 2 life.
Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Bluff

Land

This land enters tapped. As it enters, choose a color other than red.
{T}: Add {R} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thriving Grove

Land

This land enters tapped. As it enters, choose a color other than green.
{T}: Add {G} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Treetop Village

Land

This land enters tapped.
{T}: Add {G}.
{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unleash Fury {1}{R}

Instant

Double the power of target creature until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vorinclex, Monstrous Raider {4}{G}{G}

Legendary Creature -- Phyrexian Praetor

Trample, haste
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.
If an opponent would put one or more counters on a permanent or player, they put half that many of each of those kinds of counters on that permanent or player instead, rounded down.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Warden of the Grove {2}{G}

Creature -- Hydra

At the beginning of your end step, put a +1/+1 counter on this creature.
Whenever another nontoken creature you control enters, it endures X, where X is the number of counters on this creature. (Put X +1/+1 counters on the creature that entered or create an X/X white Spirit creature token.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Wildwood Scourge {X}{G}

Creature -- Hydra

This creature enters with X +1/+1 counters on it.
Whenever one or more +1/+1 counters are put on another non-Hydra creature you control, put a +1/+1 counter on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Worldly Tutor {G}

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

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Xenagos, God of Revels {3}{R}{G}

Legendary Enchantment Creature -- God

Indestructible
As long as your devotion to red and green is less than seven, Xenagos isn't a creature.
At the beginning of combat on your turn, another target creature you control gains haste and gets +X/+X until end of turn, where X is that creature's power.

6/5

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Xenagos, the Reveler {2}{R}{G}

Legendary Planeswalker -- Xenagos

[+1]: Add X mana in any combination of {R} and/or {G}, where X is the number of creatures you control.
[0]: Create a 2/2 red and green Satyr creature token with haste.
[-6]: Exile the top seven cards of your library. You may put any number of creature and/or land cards from among them onto the battlefield.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PyrohydraTV - Brawl (Chill Brawl II) sheet 13/13 - 4 cards - 2.5 x 3.5 in each

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