Arbor Elf (G)

Creature -- Elf Druid

{T}: Untap target Forest.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Avenging Hunter (4)(G)

Creature -- Dragon Ranger

Trample
When this creature enters, you take the initiative.

5/4

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Bannerhide Krushok 3G

Creature -- Beast

Trample
Reinforce 2--{1}{G} ({1}{G}, Discard this card: Put two +1/+1 counters on target creature.)
Scavenge {5}{G}{G} ({5}{G}{G}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Repurposer 2G

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

3/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Jewel Thief (2)(G)

Creature -- Cat Rogue

Vigilance, trample
When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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Malevolent Rumble {1}{G}

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nyxborn Hydra {X}{G}

Enchantment Creature -- Hydra

Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)
Reach, trample
This permanent enters with X +1/+1 counters on it.
Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.

0/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ram Through {1}{G}

Instant

Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

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Sagu Wildling {4}{G}

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek {G}

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

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Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

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Wild Growth (G)

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

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Writing Chrysalis (2)(R)(G)

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
Reach
Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.

2/3

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Breath Weapon (2)(R)

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

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Cast into the Fire (1)(R)

Instant

Choose one --
* Cast into the Fire deals 1 damage to each of up to two target creatures.
* Exile target artifact.

[sideboard]

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Deglamer {1}{G}

Instant

Choose target artifact or enchantment. Its owner shuffles it into their library.

[sideboard]

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Choose target artifact or enchantment. Its owner shuffles it into their library.

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Nylea's Disciple {2}{G}{G}

Creature -- Centaur Archer

When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

[sideboard]

3/3

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Relic of Progenitus 1

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

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