Blitzball Shot {1}{G}

Instant

Target creature gets +3/+3 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Target creature gets +3/+3 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cactuar {G}

Creature -- Plant

Trample
At the beginning of your end step, if this creature didn't enter the battlefield this turn, return it to its owner's hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cactuar {G}

Creature -- Plant

Trample
At the beginning of your end step, if this creature didn't enter the battlefield this turn, return it to its owner's hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cactuar {G}

Creature -- Plant

Trample
At the beginning of your end step, if this creature didn't enter the battlefield this turn, return it to its owner's hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Archdruid {1}{G}{G}

Creature -- Elf Druid

Other Elf creatures you control get +1/+1.
{T}: Add {G} for each Elf you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Fellowshiphg - Mono-Green Tifa (Fellowship Standard RCQ | TMNT) sheet 1/8 - 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.

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Creature -- Elf Druid

Other Elf creatures you control get +1/+1.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Archdruid {1}{G}{G}

Creature -- Elf Druid

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{T}: Add {G} for each Elf you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Vitality {1}{G}{G}

Enchantment Creature -- Elk Glimmer

Vigilance
Creatures you control have "{T}: Add one mana of any color."
When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

3/3

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 - Fellowshiphg - Mono-Green Tifa (Fellowship Standard RCQ | TMNT) sheet 2/8 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Goobbue Gardener {1}{G}

Creature -- Plant Beast

{T}: Add {G}.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goobbue Gardener {1}{G}

Creature -- Plant Beast

{T}: Add {G}.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/3

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Creature -- Plant Beast

{T}: Add {G}.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gran Pulse Ochu {G}

Creature -- Plant Beast

Deathtouch
{8}: Until end of turn, this creature gets +1/+1 for each permanent card in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gran Pulse Ochu {G}

Creature -- Plant Beast

Deathtouch
{8}: Until end of turn, this creature gets +1/+1 for each permanent card in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Plant Beast

Deathtouch
{8}: Until end of turn, this creature gets +1/+1 for each permanent card in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jumbo Cactuar {5}{G}{G}

Creature -- Plant

10,000 Needles -- Whenever this creature attacks, it gets +9999/+0 until end of turn.

1/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jumbo Cactuar {5}{G}{G}

Creature -- Plant

10,000 Needles -- Whenever this creature attacks, it gets +9999/+0 until end of turn.

1/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

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

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

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

Overrun {2}{G}{G}{G}

Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prishe's Wanderings {2}{G}

Instant

Search your library for a basic land card or Town card, put it onto the battlefield tapped, then shuffle. When you search your library this way, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prishe's Wanderings {2}{G}

Instant

Search your library for a basic land card or Town card, put it onto the battlefield tapped, then shuffle. When you search your library this way, put a +1/+1 counter on target creature you control.

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Search your library for a basic land card or Town card, put it onto the battlefield tapped, then shuffle. When you search your library this way, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Fellowshiphg - Mono-Green Tifa (Fellowship Standard RCQ | TMNT) sheet 6/8 - 8 cards - 2.5 x 3.5 in each

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Return from the Wilds (2)(G)

Sorcery

Choose two --
* Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
* Create a 1/1 white Human creature token.
* Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrawling Crawler (3)

Artifact Creature -- Phyrexian Construct

At the beginning of your upkeep, each player draws a card.
Whenever an opponent draws a card, that player loses 1 life.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrawling Crawler (3)

Artifact Creature -- Phyrexian Construct

At the beginning of your upkeep, each player draws a card.
Whenever an opponent draws a card, that player loses 1 life.

3/2

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

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

Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornweald Archer {1}{G}

Creature -- Elf Archer

Reach (This creature can block creatures with flying.)
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornweald Archer {1}{G}

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Reach (This creature can block creatures with flying.)
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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