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| <div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            | <div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            |
| <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Earthbender Ascension 26</div><div>Enchantment</div><div><p>When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Earthbender Ascension 26</div><div>Enchantment</div><div><p>When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Escape Tunnel</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.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                         | <div><div>Esper Origins 16</div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Esper Origins 16</div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Esper Origins 16</div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

Playtest cards - \_Chamytinho\_ - Mono-Green Landfall (Standard Challenge 32) sheet 2/10 - 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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| <div><div>Esper Origins<div><div>16</div></div></div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.)<br/>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Reveal the top card of your library. If it's a permanent card, put it into your hand.<br/>II -- Add {G}{G}.<br/>III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</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>Fabled Passage</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>Fabled Passage</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>Fabled Passage</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>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                        | <div><div>Forest</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><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</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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## Basic Land -- Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Insect Scout

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Insect Scout

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Insect Scout

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Insect Scout

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Raccoon Scout

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Raccoon Scout

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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| <div> <div>Mightform Harmonizer 2GG</div> <div>Creature -- Insect Druid</div> <div> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.</p> <p>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Mightform Harmonizer 2GG</div> <div>Creature -- Insect Druid</div> <div> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.</p> <p>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Sapling Nursery 6GG</div> <div>Enchantment</div> <div> <p>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)</p> <p>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Sapling Nursery 6GG</div> <div>Enchantment</div> <div> <p>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)</p> <p>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Sapling Nursery 6GG</div> <div>Enchantment</div> <div> <p>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)</p> <p>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                       | <div> <div>Sazh's Chocobo G</div> <div>Creature -- Bird</div> <div> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</p> </div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                        | <div> <div>Sazh's Chocobo G</div> <div>Creature -- Bird</div> <div> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</p> </div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                  | <div> <div>Sazh's Chocobo G</div> <div>Creature -- Bird</div> <div> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</p> </div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                  |

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| <div> <b>Sazh's Chocobo</b> <div>6</div> </div> <div>           Creature -- Bird         </div> <div>           Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.         </div> <div> <div>0/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                        | <div> <b>Shared Roots</b> <div>16</div> </div> <div>           Sorcery -- Lesson         </div> <div>           Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                  | <div> <b>Shared Roots</b> <div>16</div> </div> <div>           Sorcery -- Lesson         </div> <div>           Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                  | <div> <b>Surrak, Elusive Hunter</b> <div>26</div> </div> <div>           Legendary Creature -- Human Warrior         </div> <div>           This spell can't be countered. Trample<br/>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.         </div> <div> <div>4/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                         |
| <div> <b>Ghost Vacuum</b> <div>1</div> </div> <div>           Artifact         </div> <div>           {T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Leatherhead, Swamp Stalker</b> <div>266</div> </div> <div>           Legendary Creature -- Crocodile Mutant Rogue         </div> <div>           Trample<br/>Leatherhead enters with a hexproof counter on her.<br/>Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls.         </div> <div>           [sideboard]         </div> <div> <div>5/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Meltstrider's Resolve</b> <div>6</div> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature you control<br/>When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)<br/>Enchanted creature gets +0/+2 and can't be blocked by more than one creature.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Meltstrider's Resolve</b> <div>6</div> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature you control<br/>When this Aura enters, enchanted creature fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)<br/>Enchanted creature gets +0/+2 and can't be blocked by more than one creature.         </div> <div>           [sideboard]         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div><div>Mossborn Hydra</div><div>26</div></div><div>Creature -- Elemental Hydra</div><div>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.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div><div>[sideboard]</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mossborn Hydra</div><div>26</div></div><div>Creature -- Elemental Hydra</div><div>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.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div><div>[sideboard]</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mossborn Hydra</div><div>26</div></div><div>Creature -- Elemental Hydra</div><div>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.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div><div>[sideboard]</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div><div>Mossborn Hydra</div><div>26</div></div><div>Creature -- Elemental Hydra</div><div>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.<br/>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.</div><div>[sideboard]</div><div>0/0</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Origin of Metalbending</div><div>16</div></div><div>Instant -- Lesson</div><div>Choose one --<br/>* Destroy target artifact or enchantment.<br/>* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><div>Origin of Metalbending</div><div>16</div></div><div>Instant -- Lesson</div><div>Choose one --<br/>* Destroy target artifact or enchantment.<br/>* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><div>Sapling Nursery</div><div>666</div></div><div>Enchantment</div><div>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)<br/>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{6}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Soul-Guide Lantern</div><div>1</div></div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                |

**Surrak, Elusive Hunter** (2)(G)

Legendary Creature -- Human Warrior

This spell can't be countered.  
Trample  
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/3

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**Torpor Orb** ②

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Torpor Orb** ②

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev