

Ambitious Augmenter 6 Creature -- Turtle Wizard Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.) When this creature dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambitious Augmenter 6 Creature -- Turtle Wizard Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.) When this creature dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambitious Augmenter 6 Creature -- Turtle Wizard Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.) When this creature dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ambitious Augmenter 6 Creature -- Turtle Wizard Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.) When this creature dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cheering Crowd 1R/G Creature -- Human Citizen At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cheering Crowd 1R/G Creature -- Human Citizen At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cheering Crowd 1R/G Creature -- Human Citizen At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cheering Crowd 1R/G Creature -- Human Citizen At the beginning of each player's first main phase, that player may put a +1/+1 counter on this creature. If they do, they add {C} for each counter on it. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Day of Black Sun (X)(B)(B) Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Black Sun (X)(B)(B) Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Day of Black Sun (X)(B)(B) Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon Sniper (G) Creature -- Human Archer Reach, vigilance, deathtouch 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Germination Practicum (3)(G)(G) Sorcery -- Lesson Put two +1/+1 counters on each creature you control. Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein Hydra (X)(G) Creature -- Hydra 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein Hydra (X)(G) Creature -- Hydra 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goldvein Hydra (X)(G) Creature -- Hydra 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Goldvein Hydra X G Creature -- Hydra 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hollowmurk Siege B G Enchantment As this enchantment enters, choose Sultai or Abzan. * Sultai -- Whenever a counter is put on a creature you control, draw a card. This ability triggers only once each turn. * Abzan -- Whenever you attack, put a +1/+1 counter on target attacking creature. It gains menace until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hollowmurk Siege B G Enchantment As this enchantment enters, choose Sultai or Abzan. * Sultai -- Whenever a counter is put on a creature you control, draw a card. This ability triggers only once each turn. * Abzan -- Whenever you attack, put a +1/+1 counter on target attacking creature. It gains menace until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hollowmurk Siege B G Enchantment As this enchantment enters, choose Sultai or Abzan. * Sultai -- Whenever a counter is put on a creature you control, draw a card. This ability triggers only once each turn. * Abzan -- Whenever you attack, put a +1/+1 counter on target attacking creature. It gains menace until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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(Gain the next level as a sorcery to add its ability.)

$\{G\}$: Level 2

$\{3\}G$: 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 B G U

Indestructible

Whenever Kotis deals combat damage to a player, exile the top X cards of their library, where X is the amount of damage dealt. You may cast any number of spells with mana value X or less from among them without paying their mana costs.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

① ② ③

Destroy target nonland permanent and all other permanents with the same name as that permanent.

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① B G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mikey & Leo, Chaos & Order G/W G/W Legendary Creature -- Mutant Ninja Turtle Whenever you put a counter on a creature you control, draw a card. This ability triggers only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mikey & Leo, Chaos & Order G/W G/W Legendary Creature -- Mutant Ninja Turtle Whenever you put a counter on a creature you control, draw a card. This ability triggers only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutagen Man, Living Ooze X G G Legendary Creature -- Ooze Mutant Trample Activated abilities of artifact tokens you control cost {1} less to activate. When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mutagen Man, Living Ooze X G G Legendary Creature -- Ooze Mutant Trample Activated abilities of artifact tokens you control cost {1} less to activate. When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Ooze 2 Legendary Artifact Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Ooze 2 Legendary Artifact Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Ooze 2 Legendary Artifact Whenever a creature you control with a +1/+1 counter on it leaves the battlefield, create a Mutagen token for each +1/+1 counter on it. (A Mutagen token is an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") {T}: Exile target card from a graveyard. Create a Mutagen token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wastewood Verge Land {T}: Add {G}. {T}: Add {B}. Activate only if you control a Swamp or a Forest. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Willowrush Verge Land {T}: Add {U}. {T}: Add {G}. Activate only if you control a Forest or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Disruptive Stormbrood Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. [sideboard] 3/3 -----ADVENTURE----- Petty Revenge Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disruptive Stormbrood Creature -- Dragon Flying When this creature enters, destroy up to one target artifact or enchantment. [sideboard] 3/3 -----ADVENTURE----- Petty Revenge Sorcery -- Omen Destroy target creature with power 3 or less. (Then shuffle this card into its owner's library.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon Sniper Creature -- Human Archer Reach, vigilance, deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragon Sniper Creature -- Human Archer Reach, vigilance, deathtouch [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Michelangelo, Weirdness to 11 (1)(G) Legendary Creature -- Mutant Ninja Turtle When Michelangelo enters, create a Mutagen token. (It's an artifact with "{1}, {T}", Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.") 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Morlun, Devourer of Spiders (X)(B)(B) Legendary Creature -- Vampire Villain Lifelink Morlun enters with X +1/+1 counters on him. When Morlun enters, he deals X damage to target opponent. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Morlun, Devourer of Spiders (X)(B)(B) Legendary Creature -- Vampire Villain Lifelink Morlun enters with X +1/+1 counters on him. When Morlun enters, he deals X damage to target opponent. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Morlun, Devourer of Spiders (X)(B)(B) Legendary Creature -- Vampire Villain Lifelink Morlun enters with X +1/+1 counters on him. When Morlun enters, he deals X damage to target opponent. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Soul-Guide Lantern (1) Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern (1) Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern (1) Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	