

① R

Choose one --

- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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- * Destroy target artifact.

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Land

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

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Land -- Forest Island

((T): Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Legendary Creature -- Plant Druid

{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.

2/2

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{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.

2/2

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2G

Destroy target artifact,
enchantment, or creature with
flying.

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Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

1/2

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Combat Tutorial 2 U Sorcery Target player draws two cards. Put a +1/+1 counter on up to one target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Combat Tutorial 2 U Sorcery Target player draws two cards. Put a +1/+1 counter on up to one target creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Sniper 6 Creature -- Human Archer Reach, vigilance, deathtouch 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dragon Sniper 6 Creature -- Human Archer Reach, vigilance, deathtouch 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Evolving Wilds 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	Evolving Wilds 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	Evolving Wilds 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	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 PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frog Butler Creature -- Frog Spirit Deathtouch {T}: Add one mana of any color. {2}: This creature gains reach until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Frog Butler Creature -- Frog Spirit Deathtouch {T}: Add one mana of any color. {2}: This creature gains reach until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frontier Bivouac Land This land enters tapped. {T}: Add {G}, {U}, or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frontier Bivouac Land This land enters tapped. {T}: Add {G}, {U}, or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Growing Rites of Itlimoc Card ----- OTHER FACE ----- Growing Rites of Itlimoc Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Halana and Alena, Partners 2RG 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 PLAYbotbox.dev	Halana and Alena, Partners 2RG 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 PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Michelangelo, Improviser 36 Legendary Creature -- Mutant Ninja Turtle Sneak {2}{G}{G} (You may cast this spell for {2}{G}{G} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Whenever Michelangelo deals combat damage to a player, you may put a creature card and/or a land card from your hand onto the battlefield. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Michelangelo, Improviser 36 Legendary Creature -- Mutant Ninja Turtle Sneak {2}{G}{G} (You may cast this spell for {2}{G}{G} if you also return an unblocked attacker you control to hand during the declare blockers step. He enters tapped and attacking.) Whenever Michelangelo deals combat damage to a player, you may put a creature card and/or a land card from your hand onto the battlefield. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mightform Harmonizer 266 Creature -- Insect Druid Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn. 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mossborn Hydra 26 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 PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Oasis Gardener Artifact Creature -- Scarecrow When this creature enters, you gain 2 life. {T}: Add one mana of any color. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ojer Kaslem, Deepest Growth Card -----OTHER FACE----- Ojer Kaslem, Deepest Growth Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ouroboroid Creature -- Plant Wurm At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Primeval Bounty Enchantment Whenever you cast a creature spell, create a 3/3 green Beast creature token. Whenever you cast a noncreature spell, put three +1/+1 counters on target creature you control. Landfall -- Whenever a land you control enters, you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quilled Greatwurm Creature -- Wurm Trample Whenever a creature you control deals combat damage during your turn, put that many +1/+1 counters on it. (It must survive to get the counters.) You may cast this card from your graveyard by removing six counters from among creatures you control in addition to paying its other costs. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rampaging Baloths Creature -- Beast Trample Landfall -- Whenever a land you control enters, create a 4/4 green Beast creature token. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rydia, Summoner of Mist Ⓡⓖ Legendary Creature -- Human Shaman Landfall -- Whenever a land you control enters, you may discard a card. If you do, draw a card. Summon -- {X}, {T}: Return target Saga card with mana value X from your graveyard to the battlefield with a finality counter on it. It gains haste until end of turn. Activate only as a sorcery. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sab-Sunen, Luxa Embodied ③ⓖⓤ Legendary Creature -- God Reach, trample, indestructible Sab-Sunen can't attack or block unless it has an even number of counters on it. (Zero is even.) At the beginning of your first main phase, put a +1/+1 counter on Sab-Sunen. Then if it has an odd number of counters on it, draw two cards. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sazh's Chocobo ⓖ Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sazh's Chocobo ⓖ Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spinner of Souls ②ⓖ Creature -- Spider Spirit Reach Whenever another nontoken creature you control dies, you may reveal cards from the top of your library until you reveal a creature card. Put that card into your hand and the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stomping Ground Land -- Mountain Forest {T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

3 G U

Landfall -- Whenever a land you control enters, you gain 1 life and draw a card.

3/3

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3 G U

Landfall -- Whenever a land you control enters, you gain 1 life and draw a card.

3/3

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2G

Whenever you put one or more +1/+1 counters on a creature you control, you may draw that many cards. Do this only once each turn.

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3 G

You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
You can spend mana of any type to cast creature spells.

3/4

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