

Aven Interrupter 1 W W Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aven Interrupter 1 W W Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aven Interrupter 1 W W Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aven Interrupter 1 W W Creature -- Bird Rogue Flash Flying When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.) Spells your opponents cast from graveyards or from exile cost {2} more to cast. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bartz and Boko 3 G G Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bartz and Boko 3 G G Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bartz and Boko 3 G G Legendary Creature -- Human Bird Affinity for Birds (This spell costs {1} less to cast for each Bird you control.) When Bartz and Boko enters, each other Bird you control deals damage equal to its power to target creature an opponent controls. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Choco, Seeker of Paradise ①⑥④① Legendary Creature -- Bird Whenever one or more Birds you control attack, look at that many cards from the top of your library. You may put one of them into your hand. Then put any number of land cards from among them onto the battlefield tapped and the rest into your graveyard. Landfall -- Whenever a land you control enters, Choco gets +1/+0 until end of turn. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Choco, Seeker of Paradise ①⑥④① Legendary Creature -- Bird Whenever one or more Birds you control attack, look at that many cards from the top of your library. You may put one of them into your hand. Then put any number of land cards from among them onto the battlefield tapped and the rest into your graveyard. Landfall -- Whenever a land you control enters, Choco gets +1/+0 until end of turn. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. 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 PLAY botbox.dev	Harrier Strix ① Creature -- Bird Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk ④ Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Healer's Hawk ④ Creature -- Bird Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying

You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

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1/1

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Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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Target creature you control gets +1/+0 until end of turn. It fights target creature an opponent controls. When excess damage is dealt to the creature an opponent controls this way, destroy up to one target noncreature artifact with mana value 3 or less.

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Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.

0/1

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0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Sazh's Chocobo ⑥ 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 ⑥ 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	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Sheltered by Ghosts 1W Enchantment -- Aura Enchant creature you control When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield. Enchanted creature gets +1/+0 and has lifelink and ward {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sidequest: Raise a Chocobo 1G Enchantment When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." At the beginning of your first main phase, if you control four or more Birds, transform this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sidequest: Raise a Chocobo 1G Enchantment When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." At the beginning of your first main phase, if you control four or more Birds, transform this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sidequest: Raise a Chocobo 1G Enchantment When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." At the beginning of your first main phase, if you control four or more Birds, transform this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Black Chocobo Creature -- Bird When this permanent transforms into Black Chocobo, search your library for a land card, put it onto the battlefield tapped, then shuffle. Landfall -- Whenever a land you control enters, Birds you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Black Chocobo Creature -- Bird When this permanent transforms into Black Chocobo, search your library for a land card, put it onto the battlefield tapped, then shuffle. Landfall -- Whenever a land you control enters, Birds you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Black Chocobo Creature -- Bird When this permanent transforms into Black Chocobo, search your library for a land card, put it onto the battlefield tapped, then shuffle. Landfall -- Whenever a land you control enters, Birds you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Black Chocobo Creature -- Bird When this permanent transforms into Black Chocobo, search your library for a land card, put it onto the battlefield tapped, then shuffle. Landfall -- Whenever a land you control enters, Birds you control get +1/+0 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Traveling Chocobo (2)(G) Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traveling Chocobo (2)(G) Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traveling Chocobo (2)(G) Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Traveling Chocobo (2)(G) Creature -- Bird You may look at the top card of your library any time. You may play lands and cast Bird spells from the top of your library. If a land or Bird you control entering the battlefield causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Anzrag's Rampage (3)(R)(R) Sorcery Destroy all artifacts you don't control, then exile the top X cards of your library, where X is the number of artifacts that were put into graveyards from the battlefield this turn. You may put a creature card exiled this way onto the battlefield. It gains haste. Return it to your hand at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anzrag's Rampage (3)(R)(R) Sorcery Destroy all artifacts you don't control, then exile the top X cards of your library, where X is the number of artifacts that were put into graveyards from the battlefield this turn. You may put a creature card exiled this way onto the battlefield. It gains haste. Return it to your hand at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anzrag's Rampage (3)(R)(R) Sorcery Destroy all artifacts you don't control, then exile the top X cards of your library, where X is the number of artifacts that were put into graveyards from the battlefield this turn. You may put a creature card exiled this way onto the battlefield. It gains haste. Return it to your hand at the beginning of the next end step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chocobo Racetrack (3)(G)(G) Artifact Landfall -- Whenever a land you control enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chocobo Racetrack 3 6 6 Artifact Landfall -- Whenever a land you control enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harrier Strix U Creature -- Bird Flying When this creature enters, tap target permanent. {2}{U}: Draw a card, then discard a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sacred Foundry Land -- Mountain Plains ({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sazh Katzroy 3 6 Legendary Creature -- Human Pilot When Sazh Katzroy enters, you may search your library for a Bird or basic land card, reveal it, put it into your hand, then shuffle. Whenever Sazh Katzroy attacks, put a +1/+1 counter on target creature, then double the number of +1/+1 counters on that creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sazh Katzroy 3 6 Legendary Creature -- Human Pilot When Sazh Katzroy enters, you may search your library for a Bird or basic land card, reveal it, put it into your hand, then shuffle. Whenever Sazh Katzroy attacks, put a +1/+1 counter on target creature, then double the number of +1/+1 counters on that creature. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seedship Impact 1 6 Instant Destroy target artifact or enchantment. If its mana value was 2 or less, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seedship Impact 1 6 Instant Destroy target artifact or enchantment. If its mana value was 2 or less, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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