

① ②

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

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

**2/2**

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**G**

Choose one --

\* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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**G**

Choose one --

```
* Search your library for a basic
land card, reveal it, put it into
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\* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

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**Kicker**--Return a land you control to its owner's hand. (You may return a land you control to its owner's hand in addition to any other costs as you cast this spell.)

Target creature you control deals damage equal to its power to target creature an opponent controls. If this spell was kicked, the creature you control deals twice that much damage instead.

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**G**

Choose one --

\* Target permanent you control gains hexproof and indestructible until end of turn.

\* Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."

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**G**

Choose one --

\* Target permanent you control gains hexproof and indestructible until end of turn.

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* Create a 1/1 colorless Pilot
create token with "This token
saddles Mounts and crews Vehicles as
though its power were 2 greater."
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Choose one --

\* Target permanent you control gains hexproof and indestructible until end of turn.

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* Create a 1/1 colorless Pilot
creature token with "This token
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sheet 1/10 - 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><div>Defend the Rider</div><div>Instant</div><div>Choose one --<br/>* Target permanent you control gains hexproof and indestructible until end of turn.<br/>* Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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| <b>Icetill Explorer</b> ②⑥⑥<br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Icetill Explorer</b> ②⑥⑥<br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Icetill Explorer</b> ②⑥⑥<br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Icetill Explorer</b> ②⑥⑥<br>Creature -- Insect Scout<br>You may play an additional land on each of your turns.<br>You may play lands from your graveyard.<br>Landfall -- Whenever a land you control enters, mill a card.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                            | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                            | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                            | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                            |

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| <b>Mightform Harmonizer</b> 266<br>Creature -- Insect Druid<br>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br>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.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mossborn Hydra</b> 26<br>Creature -- Elemental Hydra<br>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.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mossborn Hydra</b> 26<br>Creature -- Elemental Hydra<br>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.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mossborn Hydra</b> 26<br>Creature -- Elemental Hydra<br>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.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
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**G**

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

0/1

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**G**

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.)

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① ⑥

Trample  
Landfall -- Whenever a land you  
control enters, double Tifa  
Lockhart's power until end of turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Trample  
Landfall -- Whenever a land you  
control enters, double Tifa  
Lockhart's power until end of turn.

1/2

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① ⑥

Trample  
Landfall -- Whenever a land you  
control enters, double Tifa  
Lockhart's power until end of turn.

1/2

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| <b>Traveling Chocobo</b> ②⑥<br><hr/> Creature -- Bird<br><hr/> <p>You may look at the top card of your library any time.<br/> You may play lands and cast Bird spells from the top of your library.<br/> 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.</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Traveling Chocobo</b> ②⑥<br><hr/> Creature -- Bird<br><hr/> <p>You may look at the top card of your library any time.<br/> You may play lands and cast Bird spells from the top of your library.<br/> 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.</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Traveling Chocobo</b> ②⑥<br><hr/> Creature -- Bird<br><hr/> <p>You may look at the top card of your library any time.<br/> You may play lands and cast Bird spells from the top of your library.<br/> 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.</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Traveling Chocobo</b> ②⑥<br><hr/> Creature -- Bird<br><hr/> <p>You may look at the top card of your library any time.<br/> You may play lands and cast Bird spells from the top of your library.<br/> 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.</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Bushwhack</b> ⑥<br><hr/> Sorcery<br><hr/> <p>Choose one --<br/> * Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/> * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                   | <b>Bushwhack</b> ⑥<br><hr/> Sorcery<br><hr/> <p>Choose one --<br/> * Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br/> * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)</p> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                   | <b>Frenzied Baloth</b> ⑥⑥<br><hr/> Creature -- Beast<br><hr/> <p>This spell can't be countered.<br/> Trample, haste<br/> Creature spells you control can't be countered.<br/> Combat damage can't be prevented.</p> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                      | <b>Frenzied Baloth</b> ⑥⑥<br><hr/> Creature -- Beast<br><hr/> <p>This spell can't be countered.<br/> Trample, haste<br/> Creature spells you control can't be countered.<br/> Combat damage can't be prevented.</p> <div>[sideboard]</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                      |



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| <div> <div> Terrasymbiosis <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> 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. </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Terrasymbiosis <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> 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. </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Vivien Reid <div> <div>3</div> <div>6</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Vivien</div> <div> <div> <div>[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div> <div>[-3]: Destroy target artifact, enchantment, or creature with flying.</div> <div> <div>[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."</div> <div> <div>[sideboard]</div> <div></div> </div> </div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div></div></div></div> |
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