

Chocobo Kick 1 6 Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chocobo Kick 1 6 Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chocobo Kick 1 6 Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chocobo Kick 1 6 Sorcery 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. 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." 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." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Choco, Seeker of Paradise 1 6 W U 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 1 6 W U 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

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Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your library. You may put it into your graveyard.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico

Land -- Forest Plains

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This land enters tapped.
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Malamet Battle Glyph

Sorcery

Choose target creature you control and target creature you don't control. If the creature you control entered this turn, put a +1/+1 counter on it. Then those creatures fight each other.

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Malamet Battle Glyph ⑥ <u>Sorcery</u> Choose target creature you control and target creature you don't control. If the creature you control entered this turn, put a +1/+1 counter on it. Then those creatures fight each other. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malamet Battle Glyph ⑥ <u>Sorcery</u> Choose target creature you control and target creature you don't control. If the creature you control entered this turn, put a +1/+1 counter on it. Then those creatures fight each other. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mossborn Hydra ②⑥ <u>Creature -- Elemental Hydra</u> 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 PLAY botbox.dev	Mossborn Hydra ②⑥ <u>Creature -- Elemental Hydra</u> 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 PLAY botbox.dev
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Ozolith, the Shattered Spire 16 Legendary Artifact If one or more +1/+1 counters would be put on an artifact or creature you control, that many plus one +1/+1 counters are put on it instead. {1}{G}, {T}: Put a +1/+1 counter on target artifact or creature you control. Activate only as a sorcery. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ozolith, the Shattered Spire 16 Legendary Artifact If one or more +1/+1 counters would be put on an artifact or creature you control, that many plus one +1/+1 counters are put on it instead. {1}{G}, {T}: Put a +1/+1 counter on target artifact or creature you control. Activate only as a sorcery. Cycling {2} ({2}, Discard this card: Draw a card.) 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	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	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	Sidequest: Raise a Chocobo 16 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. ----- BACK FACE ----- 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sidequest: Raise a Chocobo 16 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. ----- BACK FACE ----- 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sidequest: Raise a Chocobo ①⑥ 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. ----- BACK FACE ----- 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sidequest: Raise a Chocobo ①⑥ 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. ----- BACK FACE ----- 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Fat Chocobo ④⑥ Enchantment Creature -- Saga Bird (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I -- Wark -- Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." II, III, IV -- Kerplunk -- Creatures you control gain trample until end of turn. Summon: Fat Chocobo ④⑥ Enchantment Creature -- Saga Bird (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I -- Wark -- Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." II, III, IV -- Kerplunk -- Creatures you control gain trample until end of turn. Summon: Fat Chocobo ④⑥ Enchantment Creature -- Saga Bird (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I -- Wark -- Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." II, III, IV -- Kerplunk -- Creatures you control gain trample until end of turn. Summon: Fat Chocobo ④⑥ Enchantment Creature -- Saga Bird (As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.) I -- Wark -- Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn." II, III, IV -- Kerplunk -- Creatures you control gain trample until end of turn. Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Terramorphic Expanse 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 PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Traveling Chocobo ②⑥ 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 ②⑥ 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 ②⑥ 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 ②⑥ 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
Heritage Reclamation ①⑥ Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation ①⑥ Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation ①⑥ Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation ①⑥ Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev Snakeskin Veil Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev			