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| <div>Archdruid's Charm ⑥⑥⑥</div> <div>Instant</div> <div>Choose one --<br/>           * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.<br/>           * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.<br/>           * Exile target artifact or enchantment.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Bristly Bill, Spine Sower ①⑥</div> <div>Legendary Creature -- Plant Druid</div> <div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.<br/>           {3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <div>Bristly Bill, Spine Sower ①⑥</div> <div>Legendary Creature -- Plant Druid</div> <div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.<br/>           {3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <div>Bristly Bill, Spine Sower ①⑥</div> <div>Legendary Creature -- Plant Druid</div> <div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.<br/>           {3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Bristly Bill, Spine Sower ①⑥</div> <div>Legendary Creature -- Plant Druid</div> <div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.<br/>           {3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Fabled Passage</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. Then if you control four or more lands, untap that land.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Llanowar Elves</b> <span>⑥</span> </div> <div>           Creature -- Elf Druid         </div> <div>           {T}: Add {G}.         </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                    | <div> <b>Mossborn Hydra</b> <span>②⑥</span> </div> <div>           Creature -- Elemental Hydra         </div> <div>           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.         </div> <div> <div>0/0</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                             | <div> <b>Mossborn Hydra</b> <span>②⑥</span> </div> <div>           Creature -- Elemental Hydra         </div> <div>           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.         </div> <div> <div>0/0</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                             | <div> <b>Mossborn Hydra</b> <span>②⑥</span> </div> <div>           Creature -- Elemental Hydra         </div> <div>           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.         </div> <div> <div>0/0</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                             |
| <div> <b>Mossborn Hydra</b> <span>②⑥</span> </div> <div>           Creature -- Elemental Hydra         </div> <div>           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.         </div> <div> <div>0/0</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Ordeal of Nylea</b> <span>①⑥</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature<br/>           Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice this Aura.<br/>           When you sacrifice this Aura, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.         </div> <div> <div>0/0</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Ordeal of Nylea</b> <span>①⑥</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature<br/>           Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice this Aura.<br/>           When you sacrifice this Aura, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.         </div> <div> <div>0/0</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Ordeal of Nylea</b> <span>①⑥</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature<br/>           Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice this Aura.<br/>           When you sacrifice this Aura, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.         </div> <div> <div>0/0</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

① ②

Enchant creature  
Whenever enchanted creature attacks,  
put a +1/+1 counter on it. Then if  
it has three or more +1/+1 counters  
on it, sacrifice this Aura.  
When you sacrifice this Aura, search  
your library for up to two basic  
land cards, put them onto the  
battlefield tapped, then shuffle.

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① ⑥

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

{5}{G}{G}: This enchantment becomes a 7/7 Beast creature in addition to its other types.

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① ⑥

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

{5}{G}{G}: This enchantment becomes a 7/7 Beast creature in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. {5}{G}{G}: This enchantment becomes a 7/7 Beast creature in addition to its other types.

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**G**

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Snakeskin Veil</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snakeskin Veil</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snakeskin Veil</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snakeskin Veil</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Tifa Lockhart</div><div>Legendary Creature -- Human Monk</div><div>Trample<br/>Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Tifa Lockhart</div><div>Legendary Creature -- Human Monk</div><div>Trample<br/>Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Tifa Lockhart</div><div>Legendary Creature -- Human Monk</div><div>Trample<br/>Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Tifa Lockhart</div><div>Legendary Creature -- Human Monk</div><div>Trample<br/>Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                |

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| <div><div><div>Titanic Growth</div><div>①⑥</div></div><div>Instant</div><div>Target creature gets +4/+4 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div><div>Titanic Growth</div><div>①⑥</div></div><div>Instant</div><div>Target creature gets +4/+4 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div><div>Titanic Growth</div><div>①⑥</div></div><div>Instant</div><div>Target creature gets +4/+4 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div><div>Titanic Growth</div><div>①⑥</div></div><div>Instant</div><div>Target creature gets +4/+4 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |
| <div><div><div>Haywire Mite</div><div>①</div></div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Haywire Mite</div><div>①</div></div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Haywire Mite</div><div>①</div></div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Haywire Mite</div><div>①</div></div><div>Artifact Creature -- Insect</div><div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Pick Your Poison</div><div>6</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pick Your Poison</div><div>6</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Pick Your Poison</div><div>6</div><div>Sorcery</div><div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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