

**G**

This creature enters with an oil counter on it.  
This creature gets +1/+1 for each oil counter on it.  
Whenever another creature you control enters, if that creature has greater power or toughness than this creature, put an oil counter on this creature.

0/0

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Whenever another creature you control enters, if that creature has greater power or toughness than this creature, put an oil counter on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

This creature gets +1/+1 for each Forest you control.

Disguise {4}{6}

When this creature is turned face up, search your library for up to two Forest cards and reveal them. Put one of them onto the battlefield tapped and the other into your hand, then shuffle.

0/0

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① ②

This creature gets +1/+1 for each Forest you control.

Disguise {4}{6}

When this creature is turned face up, search your library for up to two Forest cards and reveal them. Put one of them onto the battlefield tapped and the other into your hand, then shuffle.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

This creature gets +1/+1 for each Forest you control.

Disguise {4}{6}

When this creature is turned face up, search your library for up to two Forest cards and reveal them. Put one of them onto the battlefield tapped and the other into your hand, then shuffle.

0/0

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## Basic Land -- Forest

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

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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> |
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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>Hard-Hitting Question 6</div> <div>Sorcery</div> <div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hard-Hitting Question 6</div> <div>Sorcery</div> <div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hard-Hitting Question 6</div> <div>Sorcery</div> <div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Hunter's Talent 16</div> <div>Enchantment -- Class</div> <div>(Gain the next level as a sorcery to add its ability.)<br/>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br/>{1}{G}: Level 2<br/>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br/>{3}{G}: Level 3<br/>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Hunter's Talent</b> 1 6<br><hr/> Enchantment -- Class<br><hr/> (Gain the next level as a sorcery to add its ability.)<br>When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.<br>{1}{G}: Level 2<br>Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.<br>{3}{G}: Level 3<br>At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Keen-Eyed Curator</b> 6 6<br><hr/> Creature -- Raccoon Scout<br><hr/> As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br>{1}: Exile target card from a graveyard.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Keen-Eyed Curator</b> 6 6<br><hr/> Creature -- Raccoon Scout<br><hr/> As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br>{1}: Exile target card from a graveyard.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Keen-Eyed Curator</b> 6 6<br><hr/> Creature -- Raccoon Scout<br><hr/> As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br>{1}: Exile target card from a graveyard.<br><div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
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**G**

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When this creature enters, add one mana of any color.

Whenever another creature you control with power 4 or greater enters, draw a card.

Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, add one mana of any color.

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4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

Trample

Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Trample

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2/1

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| <b>Scrapshooter</b> 166<br>Creature -- Raccoon Archer<br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)<br>Reach<br>When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Scrapshooter</b> 166<br>Creature -- Raccoon Archer<br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)<br>Reach<br>When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                   | <b>Scrapshooter</b> 166<br>Creature -- Raccoon Archer<br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)<br>Reach<br>When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Scrapshooter</b> 166<br>Creature -- Raccoon Archer<br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)<br>Reach<br>When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Sharp-Eyed Rookie</b> 16<br>Creature -- Human Detective<br>Vigilance<br>Whenever a creature you control enters, if its power is greater than this creature's power or its toughness is greater than this creature's toughness, put a +1/+1 counter on this creature and investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sharp-Eyed Rookie</b> 16<br>Creature -- Human Detective<br>Vigilance<br>Whenever a creature you control enters, if its power is greater than this creature's power or its toughness is greater than this creature's toughness, put a +1/+1 counter on this creature and investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spinner of Souls</b> 26<br>Creature -- Spider Spirit<br>Reach<br>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.<br>4/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      | <b>Spinner of Souls</b> 26<br>Creature -- Spider Spirit<br>Reach<br>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.<br>4/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev      |

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| <p><b>Spinner of Souls</b> (2)(6)</p> <p>Creature -- Spider Spirit</p> <p>Reach<br/>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.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>          | <p><b>Spinner of Souls</b> (2)(6)</p> <p>Creature -- Spider Spirit</p> <p>Reach<br/>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.</p> <p>4/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>          | <p><b>Wilt-Leaf Liege</b> (1)(6/W)(6/W)(6/W)</p> <p>Creature -- Elf Knight</p> <p>{G/W} can be paid with either {G} or {W}.)<br/>Other green creatures you control get +1/+1.<br/>Other white creatures you control get +1/+1.<br/>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Wilt-Leaf Liege</b> (1)(6/W)(6/W)(6/W)</p> <p>Creature -- Elf Knight</p> <p>{G/W} can be paid with either {G} or {W}.)<br/>Other green creatures you control get +1/+1.<br/>Other white creatures you control get +1/+1.<br/>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Axebane Ferox</b> (2)(6)(6)</p> <p>Creature -- Beast</p> <p>Deathtouch, haste<br/>Ward--Collect evidence 4. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player exiles cards with total mana value 4 or greater from their graveyard.)</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Axebane Ferox</b> (2)(6)(6)</p> <p>Creature -- Beast</p> <p>Deathtouch, haste<br/>Ward--Collect evidence 4. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player exiles cards with total mana value 4 or greater from their graveyard.)</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Axebane Ferox</b> (2)(6)(6)</p> <p>Creature -- Beast</p> <p>Deathtouch, haste<br/>Ward--Collect evidence 4. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player exiles cards with total mana value 4 or greater from their graveyard.)</p> <p>[sideboard]</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      | <p><b>Ghost Vacuum</b> (1)</p> <p>Artifact</p> <p>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                              |

①

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

4/2

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①GG

**Flash**  
When this creature enters, if an opponent cast a blue and/or black spell this turn, look at the top four cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GGG

**Flash**  
When this creature enters, if an opponent cast a blue and/or black spell this turn, look at the top four cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

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4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

4/2

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① (G/W) (G/W) (G/W)

( $\{G/W\}$  can be paid with either  $\{G\}$  or  $\{W\}$ .)

Other green creatures you control get +1/+1.

Other white creatures you control get +1/+1.

If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

[sideboard]

4/4

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| <div> <div> Wilt-Leaf Liege <div> <div>1</div> <div>G/W</div> <div>G/W</div> <div>G/W</div> </div> </div> <div> <div>Creature -- Elf Knight</div> <div> <div> ({G/W} can be paid with either {G} or {W}.) Other green creatures you control get +1/+1. Other white creatures you control get +1/+1. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. </div> <div>[sideboard]</div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Wrenn and Realmbreaker <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Legendary Planeswalker -- Wrenn</div> <div> <div> Lands you control have "{T}": Add one mana of any color." [+1]: Up to one target land you control becomes a 3/3 Elemental creature with vigilance, hexproof, and haste until your next turn. It's still a land. [-2]: Mill three cards. You may put a permanent card from among the milled cards into your hand. [-7]: You get an emblem with "You may play lands and cast permanent spells from your graveyard." </div> <div>[sideboard]</div> <div> <div>L 4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Wrenn and Realmbreaker <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Legendary Planeswalker -- Wrenn</div> <div> <div> Lands you control have "{T}": Add one mana of any color." [+1]: Up to one target land you control becomes a 3/3 Elemental creature with vigilance, hexproof, and haste until your next turn. It's still a land. [-2]: Mill three cards. You may put a permanent card from among the milled cards into your hand. [-7]: You get an emblem with "You may play lands and cast permanent spells from your graveyard." </div> <div>[sideboard]</div> <div> <div>L 4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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