

Bakersbane Duo 1 6 Creature -- Squirrel Raccoon When this creature enters, create a Food token. Whenever you expend 4, this creature gets +1/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bakersbane Duo 1 6 Creature -- Squirrel Raccoon When this creature enters, create a Food token. Whenever you expend 4, this creature gets +1/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bakersbane Duo 1 6 Creature -- Squirrel Raccoon When this creature enters, create a Food token. Whenever you expend 4, this creature gets +1/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bakersbane Duo 1 6 Creature -- Squirrel Raccoon When this creature enters, create a Food token. Whenever you expend 4, this creature gets +1/+1 until end of turn. (You expend 4 as you spend your fourth total mana to cast spells during a turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bristly Bill, Spine Sower 1 6 Legendary Creature -- Plant Druid 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristly Bill, Spine Sower 1 6 Legendary Creature -- Plant Druid 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bristly Bill, Spine Sower 1 6 Legendary Creature -- Plant Druid 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushy Bodyguard 1 6 Token Creature -- Squirrel Warrior When this creature enters, you may forage. If you do, put two +1/+1 counters on it. (This token's mana cost is {1}{G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

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{T}: Add {C}.
{T}: Add {G}. Spend this mana only to cast a creature spell.
{G}, {T}: Put a +1/+1 counter on each Frog, Rabbit, Raccoon, or Squirrel you control that entered the battlefield this turn.

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Creature -- Rabbit Warrior

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Royal Treatment Instant Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapshooter Creature -- Raccoon Archer 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.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapshooter Creature -- Raccoon Archer 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.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scrapshooter Creature -- Raccoon Archer 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.) Reach When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Valley Mightcaller ⑥ Creature -- Frog Warrior Trample Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Mightcaller ⑥ Creature -- Frog Warrior Trample Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Mightcaller ⑥ Creature -- Frog Warrior Trample Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valley Mightcaller ⑥ Creature -- Frog Warrior Trample Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bushwhack ⑥ Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushwhack ⑥ Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushwhack ⑥ Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hard-Hitting Question ⑥ Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obstinate Baloth 2 G 6 Creature -- Beast When this creature enters, you gain 4 life. 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2 G 6 Creature -- Beast When this creature enters, you gain 4 life. 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2 G 6 Creature -- Beast When this creature enters, you gain 4 life. 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obstinate Baloth 2 G 6 Creature -- Beast When this creature enters, you gain 4 life. 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tyvar's Stand X G Instant Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyvar's Stand X G Instant Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyvar's Stand X G Instant Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tyvar's Stand X G Instant Target creature you control gets +X/+X and gains hexproof and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wrenn and Realmbreaker (1)(G)(G)

Legendary Planeswalker -- Wrenn

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."

[sidebar]

L 4

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