

Biosynthetic Burst 1 6 Instant Put a +1/+1 counter on target creature you control. It gains reach, trample, and indestructible until end of turn. Untap it. (Damage and effects that say "destroy" don't destroy it.) 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.) 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.) 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.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coliseum Behemoth 5 6 6 Creature -- Beast Trample When this creature enters, choose one -- * Destroy target artifact or enchantment. * Draw a card. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flourishing Bloom-Kin 1 6 Creature -- Plant Elemental This creature gets +1/+1 for each Forest you control. Disguise {4}{G} 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	Flourishing Bloom-Kin 1 6 Creature -- Plant Elemental This creature gets +1/+1 for each Forest you control. Disguise {4}{G} 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

Flourishing Bloom-Kin 16 Creature -- Plant Elemental This creature gets +1/+1 for each Forest you control. Disguise {4}{G} 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 PLAYbotbox.dev	Flourishing Bloom-Kin 16 Creature -- Plant Elemental This creature gets +1/+1 for each Forest you control. Disguise {4}{G} 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 PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacier Godmaw5GG Creature -- Leviathan Trample When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") Landfall -- Whenever a land you control enters, creatures you control get +1/+1 and gain vigilance and haste until end of turn. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunter's Talent1G Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{G}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{G}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hunter's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{G}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{G}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunter's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{G}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{G}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunter's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, target creature you control deals damage equal to its power to target creature you don't control. {1}{G}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{G}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Ojer Kaslem, Deepest Growth 3 G G Legendary Creature -- God Trample Whenever Ojer Kaslem deals combat damage to a player, reveal that many cards from the top of your library. You may put a creature card and/or a land card from among them onto the battlefield. Put the rest on the bottom in a random order. When Ojer Kaslem dies, return it to the battlefield tapped and transformed under its owner's control. 6/5 ----- -- - BACK FACE - - - Temple of Cultivation Land (Transforms from Ojer Kaslem, Deepest Growth.) {T}: Add {G}. {2}{G}, {T}: Transform this land. Activate only if you control ten or more permanents and only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Railway Brawler 4 G G Creature -- Rhino Warrior Reach, trample Whenever another creature you control enters, put X +1/+1 counters on it, where X is its power. Plot {3}{G} (You may pay {3}{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.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rampaging Baloths 4 G G Creature -- Beast Trample Landfall -- Whenever a land you control enters, create a 4/4 green Beast creature token. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sami's Curiosity G Sorcery You gain 2 life. Create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Spinewoods Paladin 4 6 Creature -- Human Knight Trample When this creature enters, you gain 3 life. Plot {3}{6} (You may pay {3}{6} 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.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinewoods Paladin 4 6 Creature -- Human Knight Trample When this creature enters, you gain 3 life. Plot {3}{6} (You may pay {3}{6} 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.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spinewoods Paladin 4 6 Creature -- Human Knight Trample When this creature enters, you gain 3 life. Plot {3}{6} (You may pay {3}{6} 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.) 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stormkeld Vanguard 4 6 6 Creature -- Giant Warrior This creature can't be blocked by creatures with power 2 or less. 6/7 ----- ADVENTURE ----- Bear Down 1 6 Sorcery -- Adventure Destroy target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Summon: Fat Chocobo 4 6 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Fat Chocobo 4 6 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Fat Chocobo 4 6 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summon: Fat Chocobo 4 6 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. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Summon: Fenrir 2 6 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Grawl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir 2 6 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Grawl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir 2 6 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Grawl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summon: Fenrir 2 6 Enchantment Creature -- Saga Wolf (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it. III -- Ecliptic Grawl -- Draw a card if you control the creature with the greatest power or tied for the greatest power. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dusyt Earthcarver 5 6 Creature -- Elephant Druid Reach When this creature enters, it endures 3. (Put three +1/+1 counters on it or create a 3/3 white Spirit creature token.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dusyt Earthcarver 5 6 Creature -- Elephant Druid Reach When this creature enters, it endures 3. (Put three +1/+1 counters on it or create a 3/3 white Spirit creature token.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dusyt Earthcarver 5 6 Creature -- Elephant Druid Reach When this creature enters, it endures 3. (Put three +1/+1 counters on it or create a 3/3 white Spirit creature token.) [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation 1 6 Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] 4/4 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Monstrous Emergence 16 Sorcery As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand. Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Monstrous Emergence 16 Sorcery As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand. Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Emergence 16 Sorcery As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand. Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil 6 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 6 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

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