

G

$\{T\}$: Untap target Forest.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)
This land enters tapped.

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④ ⑤

Trample
When this creature enters, you take the initiative.

5/4

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Avenging Hunter 46 Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bannerhide Krushok 36 Creature -- Beast Trample Reinforce 2--{1}{G} ({1}{G}, Discard this card: Put two +1/+1 counters on target creature.) Scavenge {5}{G}{G} ({5}{G}{G}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bannerhide Krushok 36 Creature -- Beast Trample Reinforce 2--{1}{G} ({1}{G}, Discard this card: Put two +1/+1 counters on target creature.) Scavenge {5}{G}{G} ({5}{G}{G}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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$$(\{T\} : \text{Add } \{G\}.)$$

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Creature -- Treefolk

Reach

When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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Creature -- Giant Knight

Vigilance
When this creature enters, you take the initiative.

3/6

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Goliath Paladin (4)(W) Creature -- Giant Knight Vigilance When this creature enters, you take the initiative. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jewel Thief (2)(G) Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jewel Thief (2)(G) Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jewel Thief (2)(G) Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Plains Basic Land -- Plains ({T}): Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Vines of Vastwood Instant Kicker {G} (You may pay an additional {G} as you cast this spell.) Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Growth Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Growth Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wild Growth Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wild Growth Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armadillo Cloak Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armadillo Cloak Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Armadillo Cloak Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Armadillo Cloak 1 G W Enchantment -- Aura Enchant creature Enchanted creature gets +2/+2 and has trample. Whenever enchanted creature deals damage, you gain that much life. [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian Naga 5 W W Creature -- Snake Vigilance During your turn, prevent all damage that would be dealt to this creature. [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian Naga 5 W W Creature -- Snake Vigilance During your turn, prevent all damage that would be dealt to this creature. [sideboard] 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pegasus Guardian 5 W Creature -- Pegasus Flying At the beginning of your end step, if a permanent you controlled left the battlefield this turn, create a 1/1 white Pegasus creature token with flying. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pegasus Guardian 5 W Creature -- Pegasus Flying At the beginning of your end step, if a permanent you controlled left the battlefield this turn, create a 1/1 white Pegasus creature token with flying. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shinen of Life's Roar 1 G Creature -- Spirit All creatures able to block this creature do so. Channel -- {2}{G}{G}, Discard this card: All creatures able to block target creature this turn do so. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shinen of Life's Roar 1 G Creature -- Spirit All creatures able to block this creature do so. Channel -- {2}{G}{G}, Discard this card: All creatures able to block target creature this turn do so. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shinen of Life's Roar 1 G Creature -- Spirit All creatures able to block this creature do so. Channel -- {2}{G}{G}, Discard this card: All creatures able to block target creature this turn do so. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rescue the Foal 1 W Instant -- Adventure Exile target creature you control, then return that card to the battlefield under its owner's control. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev			

Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1 W Instant Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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