

Agonasaur Rex 3 G G Creature -- Dinosaur Trample Cycling {2}{G} ({2}{G}, Discard this card: Draw a card.) When you cycle this card, put two +1/+1 counters on up to one target creature or Vehicle. It gains trample and indestructible until end of turn. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aloe Alchemist 1 G Creature -- Plant Warlock Trample When this card becomes plotted, target creature gets +3/+2 and gains trample until end of turn. Plot {1}{G} (You may pay {1}{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.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Antique Collector 1 G Creature -- Human Rogue This creature can't be blocked by creatures with power 2 or less. When this creature enters, creatures you control perpetually gain "When this creature dies, you may shuffle it into its owner's library if it's in your graveyard. If you do, investigate." (Create a colorless Clue artifact token with "{2}, Sacrifice this artifact: Draw a card.") 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ascendant Packleader G Creature -- Wolf This creature enters with a +1/+1 counter on it if you control a permanent with mana value 4 or greater. Whenever you cast a spell with mana value 4 or greater, put a +1/+1 counter on this creature. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aspect of Hydra G Instant Target creature gets +X/+X until end of turn, where X is your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avatar of the Resolute G G Creature -- Avatar Reach, trample This creature enters with a +1/+1 counter on it for each other creature you control with a +1/+1 counter on it. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Axebane Ferox 2 G G Creature -- Beast Deathtouch, haste 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barkhide Troll G G Creature -- Troll This creature enters with a +1/+1 counter on it. {1}, Remove a +1/+1 counter from this creature: This creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Birds of Paradise ⑥ Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blizzard Brawl ⑥ Snow Sorcery Choose target creature you control and target creature you don't control. If you control three or more snow permanents, the creature you control gets +1/+0 and gains indestructible until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloated Contaminator ②⑥ Creature -- Phyrexian Beast Trample Toxic 1 (Players dealt combat damage by this creature also get a poison counter.) Whenever this creature deals combat damage to a player, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bristly Bill, Spine Sower ①⑥ 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 PLAYbotbox.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 PLAYbotbox.dev	Cankerbloom ①⑥ Creature -- Phyrexian Fungus {1}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cemetery Prowler ①⑥⑥ Creature -- Wolf Vigilance Whenever this creature enters or attacks, exile a card from a graveyard. Spells you cast cost {1} less to cast for each card type they share with cards exiled with this creature. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Cenote Scout 6 Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deathrite Shaman B/6 Creature -- Elf Shaman {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.) {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life. {G}, {T}: Exile target creature card from a graveyard. You gain 2 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismember 1BPBP Instant (B/P can be paid with either B or 2 life.) Target creature gets -5/-5 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Doomskar Warrior 2GGG Creature -- Human Warrior Backup 1 Trample Whenever this creature deals combat damage to a player or battle, look at that many cards from the top of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Endurance 1GGG Creature -- Elemental Incarnation Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Adaptive 6 Creature -- Phyrexian Warrior 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faceless Haven Snow Land {T}: Add {C}. {S}{S}{S}: This land becomes a 4/3 creature with vigilance and all creature types until end of turn. It's still a land. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forceful Cultivator 2GG Creature -- Snake Shaman This spell costs {2} less to cast if there are no land cards in your hand. When Forceful Cultivator enters the battlefield, search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk, Unleashed 2GG Legendary Planeswalker -- Garruk [+1]: Up to one target creature gets +3/+3 and gains trample until end of turn. [-2]: Create a 3/3 green Beast creature token. Then if an opponent controls more creatures than you, put a loyalty counter on Garruk. [-7]: You get an emblem with "At the beginning of your end step, you may search your library for a creature card, put it onto the battlefield, then shuffle." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Greenbelt Rampager G Creature -- Elephant When this creature enters, pay {E}{E} (two energy counters). If you can't, return this creature to its owner's hand and you get {E}. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hashep Oasis Land -- Desert {T}: Add {C}. {T}, Pay 1 life: Add {G}. {1}{G}{G}, {T}, Sacrifice a Desert: Target creature gets +3/+3 until end of turn. Activate only as a sorcery. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Horrific Assault G Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hunter's Talent 1G 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inscription of Abundance 1G Instant Kicker {2}{G} Choose one. If this spell was kicked, choose any number instead. * Put two +1/+1 counters on target creature. * Target player gains X life, where X is the greatest power among creatures they control. * Target creature you control fights target creature you don't control. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intrepid Outlander 1G Creature -- Orc Ranger Reach Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, venture into the dungeon. (Enter the first room or advance to the next room.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Jewel Thief 26 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	Kazandu Mammoth 166 Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 --- BACK FACE --- Kazandu Valley Land This land enters tapped. {T}: Add {G}. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator 66 Creature -- Raccoon Scout 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kraul Harpooner 16 Creature -- Insect Warrior Reach Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lair of the Hydra Land If you control two or more other lands, this land enters tapped. {T}: Add {G}. {X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Longtusk Stalker 6 Creature -- Cat Whenever this creature enters or attacks, you get {E}. Pay {E}{E}: this creature perpetually gets +1/+0. You may choose a creature card in your hand. If you do, that card perpetually gets +1/+0. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lupine Harbingers 36 Creature -- Wolf Trample, haste Lupine Harbingers enters the battlefield with X +1/+1 counters on it, where X is the number of turns you've begun since it was foretold. Foretell {4}{G}{G} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutavault Token Land {T}: Add {C}. {1}: This token becomes a 2/2 creature with all creature types until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Old-Growth TrollGGG Creature -- Troll Warrior Trample When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'" 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ornery Tumblewagg2G Creature -- Brushwagg Mount At the beginning of combat on your turn, put a +1/+1 counter on target creature. Whenever this creature attacks while saddled, double the number of +1/+1 counters on target creature. Saddle 2 (Tap any number of other creatures you control with total power 2 or more: This Mount becomes saddled until end of turn. Saddle only as a sorcery.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch RecruitG Creature -- Rabbit Warrior 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 PLAYbotbox.dev	Pelt CollectorG Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polukranos RebornGGG Legendary Creature -- Hydra Reach {6}{W/P}: Transform Polukranos Reborn. Activate only as a sorcery. ({W/P} can be paid with either {W} or 2 life.) 4/5 ----- BACK FACE ----- Polukranos, Engine of Ruin Legendary Creature -- Phyrexian Hydra Reach, lifelink Whenever Polukranos or another nontoken Hydra you control dies, create a 3/3 green and white Phyrexian Hydra creature token with reach and a 3/3 green and white Phyrexian Hydra creature token with lifelink. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Prismatic Vista Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Propagator Primordium Creature -- Fungus When Propagator Primordium enters, conjure two cards named Propagator Primordium into your graveyard. At the beginning of your upkeep, put a spore counter on Propagator Primordium. Remove three spore counters from Propagator Primordium: Return target Fungus creature card from your graveyard to the battlefield. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Beast Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Beastcaller Creature -- Dryad Warrior Whenever you cast a creature spell, put a +1/+1 counter on this creature. When this creature dies, distribute X +1/+1 counters among any number of target creatures you control, where X is the number of +1/+1 counters on this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ranger Class Enchantment -- Class (Gain the next level as a sorcery to add its ability.) When this Class enters, create a 2/2 green Wolf creature token. {1}{G}: Level 2 Whenever you attack, put a +1/+1 counter on target attacking creature. {3}{G}: Level 3 You may look at the top card of your library any time. You may cast creature spells from the top of your library. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rishkar, Peema Renegade Legendary Creature -- Elf Druid When Rishkar enters, put a +1/+1 counter on each of up to two target creatures. Each creature you control with a counter on it has "{T}: Add {G}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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}.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrapshooter ①⑥⑥ 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	Scythecat Cub ①⑥ Creature -- Cat Trample Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control. If this is the second time this ability has resolved this turn, double the number of +1/+1 counters on that creature instead. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sentinel of the Nameless City ②⑥ Creature -- Merfolk Warrior Scout Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sharp-Eyed Rookie ①⑥ Creature -- Human Detective Vigilance 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.") 2/2 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steel Leaf Champion Creature -- Elf Knight This creature can't be blocked by creatures with power 2 or less. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surrak, Elusive Hunter Legendary Creature -- Human Warrior This spell can't be countered. Trample Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syr Faren, the Hengehammer Legendary Creature -- Human Knight Whenever Syr Faren attacks, another target attacking creature gets +X/+X until end of turn, where X is Syr Faren's power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tarmogoyf ①⑥ Token Creature -- Lhurgoyf Tarmogoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. (This token's mana cost is {1}{G}.) * / 1 + * PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tenacious Pup ⑥ Creature -- Wolf When Tenacious Pup enters the battlefield, you gain 1 life. You get a one-time boon with "When you cast a creature spell, that creature enters the battlefield with an additional +1/+1 counter, trample counter, and vigilance counter on it." 1 / 2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulvenwald Oddity ②⑥⑥ Creature -- Beast Trample, haste {5}{G}{G}: Transform this creature. 4 / 4 ----- BACK FACE ----- Ulvenwald Behemoth Creature -- Beast Horror Trample, haste Other creatures you control get +1/+1 and have trample and haste. 8 / 8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl ⑥ 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
Varis, Silverymoon Ranger ①⑥⑥ Legendary Creature -- Human Elf Ranger Reach, ward {1} Whenever you cast a creature or planeswalker spell, venture into the dungeon. This ability triggers only once each turn. (To venture into the dungeon, enter the first room or advance to the next room.) Whenever you complete a dungeon, create a 2/2 green Wolf creature token. 3 / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Webstrike Elite ⑥⑥ Creature -- Insect Archer Reach Cycling {X}{G}{G} ({X}{G}{G}, Discard this card: Draw a card.) When you cycle this card, destroy up to one target artifact or enchantment with mana value X. 3 / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Werewolf Pack Leader ⑥⑥ Creature -- Human Werewolf Pack tactics -- Whenever this creature attacks, if you attacked with creatures with total power 6 or greater this combat, draw a card. {3}{G}: Until end of turn, this creature has base power and toughness 5/3, gains trample, and isn't a Human. 3 / 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

