

Aspect of Hydra 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	Aspect of Hydra 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	Aspect of Hydra 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	Aspect of Hydra 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
Audacity Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Audacity Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Audacity Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Audacity Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) When this Aura is put into a graveyard from the battlefield, draw a card. 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	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	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	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
Bridgeworks Battle 2 G Sorcery Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) ----- - - - BACK FACE - - - Tanglespan Bridgeworks Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bridgeworks Battle 2 G Sorcery Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) ----- - - - BACK FACE - - - Tanglespan Bridgeworks Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bridgeworks Battle 2 G Sorcery Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) ----- - - - BACK FACE - - - Tanglespan Bridgeworks Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bridgeworks Battle 2 G Sorcery Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) ----- - - - BACK FACE - - - Tanglespan Bridgeworks Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Evolving Adaptive G 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	Evolving Adaptive G 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	Evolving Adaptive G 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	Evolving Adaptive G 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

Experiment One 6 Creature -- Human Ooze Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Experiment One 6 Creature -- Human Ooze Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Experiment One 6 Creature -- Human Ooze Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Experiment One 6 Creature -- Human Ooze Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) 1/1 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	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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Hunter's Talent 1 6 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}{6}: Level 2 Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn. {3}{6}: Level 3 At the beginning of your end step, if you control a creature with power 4 or greater, draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Syr Faren, the Hengehammer 6 6 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 PLAY botbox.dev	Syr Faren, the Hengehammer 6 6 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 PLAY botbox.dev	Syr Faren, the Hengehammer 6 6 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 PLAY botbox.dev
Vinesoul Spider 1 6 Creature -- Elemental Spider Reach At the beginning of your end step, put a random land card from your library into your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vinesoul Spider 1 6 Creature -- Elemental Spider Reach At the beginning of your end step, put a random land card from your library into your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vinesoul Spider 1 6 Creature -- Elemental Spider Reach At the beginning of your end step, put a random land card from your library into your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vinesoul Spider 1 6 Creature -- Elemental Spider Reach At the beginning of your end step, put a random land card from your library into your graveyard. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wary Zone Guard 2 6 Creature -- Human Survivor Wary Zone Guard enters tapped. Survival -- At the beginning of your second main phase, if Wary Zone Guard is tapped, return up to one target land card from your graveyard to the battlefield. Wary Zone Guard perpetually gets +1/+1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wary Zone Guard 2 6 Creature -- Human Survivor Wary Zone Guard enters tapped. Survival -- At the beginning of your second main phase, if Wary Zone Guard is tapped, return up to one target land card from your graveyard to the battlefield. Wary Zone Guard perpetually gets +1/+1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wary Zone Guard 2 6 Creature -- Human Survivor Wary Zone Guard enters tapped. Survival -- At the beginning of your second main phase, if Wary Zone Guard is tapped, return up to one target land card from your graveyard to the battlefield. Wary Zone Guard perpetually gets +1/+1. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wary Zone Guard 2 6 Creature -- Human Survivor Wary Zone Guard enters tapped. Survival -- At the beginning of your second main phase, if Wary Zone Guard is tapped, return up to one target land card from your graveyard to the battlefield. Wary Zone Guard perpetually gets +1/+1. 3/3 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	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	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	Lantern of the Lost 1 Artifact When this artifact enters, exile target card from a graveyard. {1}, {T}, Exile this artifact: Exile all cards from all graveyards, then draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstalker Moloch 1 6 6 Creature -- Lizard 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. [sideboard] 4/2 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.) [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	