

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Berserk Instant Cast this spell only before the combat damage step. Target creature gains trample and gets +X/+0 until end of turn, where X is its power. At the beginning of the next end step, destroy that creature if it attacked this turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biophagus Creature -- Human Tyrannid Wizard Genomic Enhancement -- {T}: Add one mana of any color. If this mana is spent to cast a creature spell, that creature enters with an additional +1/+1 counter on it. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Birthing Ritual Enchantment At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloated Contaminator 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 PLAY botbox.dev	Blossoming Defense Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bristlebud Farmer (2)(G)(G) Creature -- Plant Druid Trample When this creature enters, create two Food tokens. (They're artifacts with "{2}, {T}", Sacrifice this token: You gain 3 life.) Whenever this creature attacks, you may sacrifice a Food. If you do, mill three cards. You may put a permanent card from among them into your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushwhack (G) 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	Cankerbloom (1)(G) 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 PLAY botbox.dev	Cosmic Hunger (1)(G) Instant Target creature you control deals damage equal to its power to another target creature, planeswalker, or battle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Court of Garenbrig (1)(G)(G) Enchantment When this enchantment enters, you become the monarch. At the beginning of your upkeep, distribute two +1/+1 counters among up to two target creatures. Then if you're the monarch, double the number of +1/+1 counters on each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crop Rotation (G) Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Defiler of Vigor (3)(G)(G) Creature -- Phyrexian Wurm Trample As an additional cost to cast green permanent spells, you may pay 2 life. Those spells cost {G} less to cast if you paid life this way. This effect reduces only the amount of green mana you pay. Whenever you cast a green permanent spell, put a +1/+1 counter on each creature you control. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember (1)(BP)(BP) 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 PLAY botbox.dev

Land Creature -- Forest Dryad

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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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Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

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Basic Land -- Forest

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Forest

Basic Land -- Forest

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves

G

Creature -- Elf Druid

$$\{T\}: \text{Add } \{G\}.$$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Cradle

Legendary Land

{T}: Add {G} for each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gala Greeters

① ⑥

Creature -- Elf Druid

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Alliance -- Whenever another
creature you control enters, choose
one that hasn't been chosen this
turn --
* Put a +1/+1 counter on this
creature.
* Create a tapped Treasure token.
* You gain 2 life.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goldvein Hydra

(X)(G)

Creature -- Hydra

Vigilance, trample, haste
This creature enters with X +1/+1
counters on it.
When this creature dies, create a
number of tapped Treasure tokens
equal to its power.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith (X)(G) Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hardened Scales (G) Enchantment If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Haywire Mite (1) Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Hexdrinker (G) Creature -- Snake Level up {1} ({1}: Put a level counter on this. Level up only as a sorcery.) LEVEL 3-7 4/4 Protection from instants LEVEL 8+ 6/6 Protection from everything 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Horizon Canopy Land {T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ignoble Hierarchy (G) Creature -- Goblin Shaman Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {B}, {R}, or {G}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invigorate (2)(G) Instant If you control a Forest, rather than pay this spell's mana cost, you may have an opponent gain 3 life. Target creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kazandu Mammoth Creature -- Elephant Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator 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	Legolas's Quick Reflexes Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Untap target creature. Until end of turn, it gains reach, hexproof, and "Whenever this creature becomes tapped, it deals damage equal to its power to up to one target creature." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 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 PLAY botbox.dev	Mox Emerald Artifact {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Natural Order 266 Sorcery As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noble Hierarchy 6 Creature -- Human Druid Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.) {T}: Add {G}, {W}, or {U}. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nykthos, Shrine to Nyx Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Once Upon a Time 16 Instant If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ornery Tumblewagg 26 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	Ozolith, the Shattered Spire 16 Legendary Artifact If one or more +1/+1 counters would be put on an artifact or creature you control, that many plus one +1/+1 counters are put on it instead. {1}{G}, {T}: Put a +1/+1 counter on target artifact or creature you control. Activate only as a sorcery. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pawpatch Recruit 6 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	Polukranos Reborn 666 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

Primeval Titan (4)(G)(G) Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Beast (2)(G)(G) 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 (1)(G) 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	Rofellos, Llanowar Emissary (G)(G) Legendary Creature -- Elf Druid {T}: Add {G} for each Forest you control. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scavenger Grounds Land -- Desert {T}: Add {C}. {2}, {T}, Sacrifice a Desert: Exile all graveyards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze (1)(G) 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	Sentinel of the Nameless City (2)(G) 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 PLAY botbox.dev	Shadowspear (1) Legendary Artifact -- Equipment Equipped creature gets +1/+1 and has trample and lifelink. {1}: Permanents your opponents control lose hexproof and indestructible until end of turn. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skullclamp Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} 1 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smuggler's Copter Artifact -- Vehicle Flying Whenever this Vehicle attacks or blocks, you may draw a card. If you do, discard a card. Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.) 2 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sol Ring Artifact {T}: Add {C}{C}. 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steel Leaf Champion Creature -- Elf Knight This creature can't be blocked by creatures with power 2 or less. 666 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Strip Mine Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tail Swipe Instant Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.) 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangled Florahedron Creature -- Elemental {T}: Add {G}. 16 1/1 BACK FACE Tangled Vale Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Great Henge 7GGG Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrun, Breaker of Silence 3GGG Legendary Creature -- Troll Shaman This spell can't be countered. Trample Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tranquil Thicket Land This land enters tapped. {T}: Add {G}. Cycling {G} ({G}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Turntimber Symbiosis 4GGG Sorcery Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tyrranax Rex 4GGGG Creature -- Phyrexian Dinosaur This spell can't be countered. Trample, ward {4}, haste Toxic 4 (Players dealt combat damage by this creature also get four poison counters.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar's Stand XGG 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Umezawa's Jitte 2 Legendary Artifact -- Equipment Whenever equipped creature deals combat damage, put two charge counters on Umezawa's Jitte. Remove a charge counter from Umezawa's Jitte: Choose one -- * Equipped creature gets +2/+2 until end of turn. * Target creature gets -1/-1 until end of turn. * You gain 2 life. Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Undermountain Adventurer 3GG Creature -- Giant Warrior Vigilance When this creature enters, you take the initiative. {T}: Add {G}{G}. If you've completed a dungeon, add six {G} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ursine Monstrosity ②⑥ Creature -- Bear Mutant Trample At the beginning of combat on your turn, mill a card and choose an opponent at random. This creature attacks that player this combat if able. Until end of turn, this creature gains indestructible and gets +1/+1 for each card type among cards in your graveyard. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Vines of Vastwood ⑥ Instant Kicker {6} (You may pay an additional {6} 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
Voracious Hydra ⓧ⑥⑥ Creature -- Hydra Trample This creature enters with X +1/+1 counters on it. When this creature enters, choose one -- * Double the number of +1/+1 counters on this creature. * This creature fights target creature you don't control. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Walking Ballista ⓧⓧ Artifact Creature -- Construct This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waste Land Land {T}: Add {C}. {T}, Sacrifice Waste Land: Destroy target nonbasic land. That land's controller creates a Wastes token. (It's a land with {T}: Add {C}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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}{6}: 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 PLAY botbox.dev

Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yorvo, Lord of Garenbrig (GGG)

Legendary Creature -- Giant Noble

Yorvo enters with four +1/+1 counters on it. Whenever another green creature you control enters, put a +1/+1 counter on Yorvo. Then if that creature's power is greater than Yorvo's power, put another +1/+1 counter on Yorvo.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev