

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 PLAY botbox.dev	Arbor Elf (G) Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Bayou Land -- Swamp Forest ({T}: Add {B} or {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Berserk (G) 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. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise (G) Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Black Lotus (0) Artifact {T}, Sacrifice this artifact: Add three mana of any one color. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloated Contaminator (2)(G) 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

Boreal Druid 6 Snow Creature -- Elf Druid {T}: Add {C}. 1/1 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bridgeworks Battle 26 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Court of Garenbrig 166 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	Deathrite Shaman 66 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 PLAY botbox.dev	Delighted Halfling 6 Creature -- Halfling Citizen {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Freyalise 3 G G G Creature -- Elf Druid When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power. 3/3 ----- BACK FACE ----- Garden of Freyalise 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	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 PLAYbotbox.dev	Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Endurance 1 G G 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	Fanatic of Rhonas Token Creature -- Zombie Snake Druid {T}: Add {G}. Ferocious -- {T}: Add {G}{G}{G}{G}. Activate only if you control a creature with power 4 or greater. 4/4 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	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	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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

(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

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

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

Kazandu Mammoth 1 G 6 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator G 6 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	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Legolas's Quick Reflexes G 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 G Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lovestruck Beast 2 G Creature -- Beast Noble This creature can't attack unless you control a 1/1 creature. 5/5 ----- ADVENTURE ----- Heart's Desire G Sorcery -- Adventure Create a 1/1 white Human creature token. (Then exile this card. You may cast the creature later from exile.) 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	Mosswood Dreadknight 1 G Creature -- Human Knight Trample When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn. 3/2 ----- ADVENTURE ----- Dread Whispers 1 B Sorcery -- Adventure You draw a card and you lose 1 life. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Emerald 0 Artifact {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Voice of Zendikar 166 Legendary Planeswalker -- Nissa [+1]: Create a 0/1 green Plant creature token. [-2]: Put a +1/+1 counter on each creature you control. [-7]: You gain X life and draw X cards, where X is the number of lands you control. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Nurturing Peatland Land {T}, Pay 1 life: Add {B} or {G}. {1}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Old-Growth Troll 666 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 PLAY botbox.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 PLAY botbox.dev	Outland Liberator 16 Creature -- Human Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev --- BACK FACE --- Frenzied Trapbreaker Creature -- Werewolf {1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pendelhaven Legendary Land {T}: Add {G}. {T}: Target 1/1 creature gets +1/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polukranos Reborn GGG 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 PLAY botbox.dev	Primal Might XG Sorcery Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Beast 2GGG 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 1G 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	Quirion Ranger G Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ranger Class 1G 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Put a +1/+1 counter on target creature. It gains indestructible until end of turn.

- - - BACK FACE - - -

Land

This land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Deathtouch, indestructible
Rhonas can't attack or block unless
you control another creature with
power 4 or greater.
{2}{G}: Another target creature gets
+2/+0 and gains trample until end of
turn.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

[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 bothbox.dev

①GG

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.)

When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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

①

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

2GG

This spell can't be countered.
Protection from blue (This creature can't be blocked, targeted, dealt damage, enchanted, or equipped by anything blue.)
{G}: This creature gains your choice of reach, trample, or haste until end of turn.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simian Simulacrum Artifact Creature -- Ape When this creature enters, put two +1/+1 counters on target creature you control. Unearth {2}{G}{G} ({2}{G}{G}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skullclamp Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 3/3 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
Stump Stomp Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. ----- -- -- BACK FACE -- -- Burnwillow Clearing Land This land enters tapped. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tarmogoyf 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. */1+* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 {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	Wasteland Land {T}: Add {C}. {T}, Sacrifice this land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Waterlogged Grove Land {T}, Pay 1 life: Add {G} or {U}. {1}, {T}, Sacrifice this land: Draw a card. 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}{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 PLAY botbox.dev	Wildborn Preserver 16 Creature -- Elf Archer Flash (You may cast this spell any time you could cast an instant.) Reach (This creature can block creatures with flying.) Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature. 2/2 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

Playtest cards - Mahoney, Stephen - FreeForm (LawnLander: Canadian Highlander for Duals -

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 12/13 - 8 cards - 2.5 x 3.5 in each

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 PLAYbotbox.dev	Yavimaya, Cradle of Growth Legendary Land Each land is a Forest in addition to its other land types. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yavimaya Hollow Legendary Land {T}: Add {C}. {G}, {T}: Regenerate target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Yorvo, Lord of GarenbrigGGG 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 PLAYbotbox.dev
---	--	--	--

--	--	--	--