

Agent Frank Horrigan 5B6 Legendary Creature -- Mutant Warrior Trample Agent Frank Horrigan has indestructible as long as it attacked this turn. Whenever Agent Frank Horrigan enters or attacks, proliferate twice. (To proliferate, choose any number of permanents and/or players, then give each another counter of each kind already there.) 8/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alpha Deathclaw 4B6 Creature -- Lizard Mutant Menace, trample When this creature enters or becomes monstrous, destroy target permanent. {5}{B}{G}: Monstrosity 4. (If this creature isn't monstrous, put four +1/+1 counters on it and it becomes monstrous.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Signet 2 Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Atomize 2B6 Instant Destroy target nonland permanent. Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Biomass Mutation X6/06/0 Instant Creatures you control have base power and toughness X/X until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloatfly Swarm 3B Creature -- Insect Mutant Flying This creature enters with five +1/+1 counters on it. If damage would be dealt to this creature while it has a +1/+1 counter on it, prevent that damage, remove that many +1/+1 counters from it, then give each player a red counter for each +1/+1 counter removed this way. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Branching Evolution 26 Enchantment If one or more +1/+1 counters would be put on a creature you control, twice that many +1/+1 counters are put on that creature instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Casualties of War (2)(B)(B)(G)(G) Sorcery Choose one or more -- * Destroy target artifact. * Destroy target creature. * Destroy target enchantment. * Destroy target land. * Destroy target planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathedral Acolyte (1)(G) Creature -- Human Cleric Each creature you control with a counter on it has ward {1}. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.) {T}: Put a +1/+1 counter on target creature that entered this turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consuming Aberration (3)(U)(B) Creature -- Horror Consuming Aberration's power and toughness are each equal to the number of cards in your opponents' graveyards. Whenever you cast a spell, each opponent reveals cards from the top of their library until they reveal a land card, then puts those cards into their graveyard. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Contagion Clasp (2) Artifact When this artifact enters, put a -1/-1 counter on target creature. {4}, {T}: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Drink (X)(U)(B) Instant Draw X cards, then you get half X rad counters, rounded up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Corpsejack Menace (2)(B)(G) Creature -- Fungus If one or more +1/+1 counters would be put on a creature you control, twice that many +1/+1 counters are put on it instead. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cultivate (2)(G) Sorcery Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkwater Catacombs Land {1}, {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dimir Signet Artifact {1}, {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dreamborn Muse Creature -- Spirit At the beginning of each player's upkeep, that player mills X cards, where X is the number of cards in their hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Drown in the Loch Instant Choose one -- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard. * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Exotic Orchard Land {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Farseek Sorcery Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Feral Ghoul 2B Creature -- Zombie Mutant Menace Whenever another creature you control dies, put a +1/+1 counter on this creature. When this creature dies, each opponent gets a number of rad counters equal to its power. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fetid Pools Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Find B/GB/G Sorcery Return up to two target creature cards from your graveyard to your hand. ----- - - - RIGHT HALF - - - Finality 4B6G Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fraying Sanity 2U Enchantment -- Aura Curse Enchant player At the beginning of each end step, enchanted player mills X cards, where X is the number of cards put into their graveyard from anywhere this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glowing One 2G Creature -- Zombie Mutant Deathtouch Whenever this creature deals combat damage to a player, they get four rad counters. Whenever a player mills a nonland card, you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian Project 3G Enchantment Whenever a nontoken creature you control enters, if it doesn't have the same name as another creature you control or a creature card in your graveyard, draw a card. 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
Harmonize 2GG Sorcery Draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hinterland Harbor Land This land enters tapped unless you control a Forest or an Island. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inexorable Tide 3UU Enchantment Whenever you cast a spell, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Infesting Radroach 2B Creature -- Insect Mutant Flying This creature can't block. Whenever this creature deals combat damage to a player, they get that many rad counters. Whenever an opponent mills a nonland card, if this creature is in your graveyard, you may return it to your hand. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innkeeper's Talent ①⑥ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) At the beginning of combat on your turn, put a +1/+1 counter on target creature you control. {G}: Level 2 Permanents you control with counters on them have ward {1}. {3}{G}: Level 3 If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Call ②⑥ Instant Draw a card for each creature you control with a +1/+1 counter on it. Those creatures gain indestructible until end of turn. (Damage and effects that say "destroy" don't destroy them.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Karn's Bastion Land {T}: Add {C}. {4}, {T}: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Keening Stone 6 Artifact {5}, {T}: Target player mills X cards, where X is the number of cards in that player's graveyard. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marcus, Mutant Mayor 3GU Legendary Creature -- Mutant Advisor Vigilance, trample Whenever a creature you control deals combat damage to a player, draw a card if that creature has a +1/+1 counter on it. If it doesn't, put a +1/+1 counter on it. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mariposa Military Base Land You may have this land enter tapped. If you do, you get two rad counters. {T}: Add {C}. {5}, {T}: Draw a card. This ability costs {1} less to activate for each rad counter you have. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirelurk Queen 4U Creature -- Crab Mutant Vigilance When this creature enters, target player gets two rad counters. Whenever one or more nonland cards are milled, draw a card, then put a +1/+1 counter on this creature. This ability triggers only once each turn. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mortuary Mire Land This land enters tapped. When this land enters, you may put target creature card from your graveyard on top of your library. {T}: Add {B}. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mutational Advantage 1GU Instant Permanents you control with counters on them gain hexproof and indestructible until end of turn. Prevent all damage that would be dealt to those permanents this turn. 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	Nesting Grounds Land {T}: Add {C}. {1}, {T}: Move a counter from target permanent you control onto a second target permanent. Activate only as a sorcery. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nightkin Ambusher 2UB Creature -- Mutant Warrior Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) When this creature enters, target player gets four rad counters. This creature can't be blocked as long as defending player has a rad counter. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nuclear Fallout XBB Sorcery Each creature gets twice -X/-X until end of turn. Each player gets X rad counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nuka-Nuke Launcher 2 Artifact -- Equipment Equipped creature gets +3/+0 and has intimidate. (It can't be blocked except by artifact creatures and/or creatures that share a color with it.) Whenever equipped creature attacks, until the end of defending player's next turn, that player gets two rad counters whenever they cast a spell. Equip {3} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opulent Palace Land This land enters tapped. {T}: Add {B}, {G}, or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orochi Merge-Keeper 1G Creature -- Snake Druid {T}: Add {G}. As long as this creature is modified, it has "{T}: Add {G}{G}." (Equipment, Auras you control, and counters are modifications.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Overflowing Basin Land {1}, {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path of Ancestry Land This land enters tapped. {T}: Add one mana of any color in your commander's color identity. When that mana is spent to cast a creature spell that shares a creature type with your commander, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Power Fist 1G Artifact -- Equipment Equipped creature has trample and "Whenever this creature deals combat damage to a player, put that many +1/+1 counters on it." Equip {2} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Putrefy 1BBG Instant Destroy target artifact or creature. It can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Radstorm 3 U Instant Storm (When you cast this spell, copy it for each spell cast before it this turn.) Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampaging Yao Guai X G G G Creature -- Bear Mutant Vigilance, trample This creature enters with X +1/+1 counters on it. When this creature enters, destroy any number of target artifacts and/or enchantments with total mana value X or less. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampant Growth 1 G Sorcery Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raul, Trouble Shooter 1 U B Legendary Creature -- Zombie Mutant Rogue Once during each of your turns, you may cast a spell from among cards in your graveyard that were milled this turn. {T}: Each player mills a card. (They each put the top card of their library into their graveyard.) 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ruin Crab U Creature -- Crab Landfall -- Whenever a land you control enters, each opponent mills three cards. (To mill a card, a player puts the top card of their library into their graveyard.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Screeching Scorchbeast 4 B B Creature -- Bat Mutant Flying, menace Whenever this creature attacks, each player gets two rad counters. Whenever one or more nonland cards are milled, you may create that many 2/2 black Zombie Mutant creature tokens. Do this only once each turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solemn Simulacrum 4 Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stocking the Pantry G Enchantment Whenever you put one or more +1/+1 counters on a creature you control, put a supply counter on this enchantment. {2}, Remove a supply counter from this enchantment: Draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strong, the Brutish Thespian 4GG Legendary Creature -- Mutant Berserker Ward {2} Enrage -- Whenever Strong is dealt damage, you get three rad counters and put three +1/+1 counters on Strong. You gain life rather than lose life from radiation. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Struggle for Project Purity 3U Enchantment As this enchantment enters, choose Brotherhood or Enclave. * Brotherhood -- At the beginning of your upkeep, each opponent draws a card. You draw a card for each card drawn this way. * Enclave -- Whenever a player attacks you with one or more creatures, that player gets twice that many rad counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunken Hollow Land -- Island Swamp ({T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swiftfoot Boots 2 Artifact -- Equipment Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.) Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tainted Isle Land {T}: Add {C}. {T}: Add {U} or {B}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tainted Wood Land {T}: Add {C}. {T}: Add {B} or {G}. Activate only if you control a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Curiosity ② Artifact {T}: Add {C}. {T}: Add {G} or {U}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Talisman of Dominance ② Artifact {T}: Add {C}. {T}: Add {U} or {B}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Talisman of Resilience ② Artifact {T}: Add {C}. {T}: Add {B} or {G}. This artifact deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tato Farmer ②⑥ Creature -- Zombie Mutant Peasant Landfall -- Whenever a land you control enters, you may get two rad counters. {T}: Put target land card in a graveyard that was milled this turn onto the battlefield under your control tapped. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Deceit Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Malady Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MiiguellZ - Duel Commander (Duel Commander)

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 11/13 - 8 cards - 2.5 x 3.5 in each

Temple of Mystery Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of the False God Land {T}: Add {C}{C}. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terramorphic Expanse Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Master, Transcendent Legendary Artifact Creature -- Mutant When The Master enters, target player gets two red counters. {T}: Put target creature card in a graveyard that was milled this turn onto the battlefield under your control. It's a green Mutant with base power and toughness 3/3. (It loses its other colors and creature types.) 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Wise Mothman Legendary Creature -- Insect Mutant Flying Whenever The Wise Mothman enters or attacks, each player gets a red counter. Whenever one or more nonland cards are milled, put a +1/+1 counter on each of up to X target creatures, where X is the number of nonland cards milled this way. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault 12: The Necropolis Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Each player gets three red counters. II -- Create X 2/2 black Zombie Mutant creature tokens, where X is the total number of red counters among players. III -- Put two +1/+1 counters on each creature you control that's a Zombie or Mutant. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault 87: Forced Evolution Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Gain control of target non-Mutant creature for as long as you control this Saga. II -- Put a +1/+1 counter on target creature you control. It becomes a Mutant in addition to its other types. III -- Draw cards equal to the greatest power among Mutants you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying
Whenever this creature deals combat damage to a player, that player gets two rad counters if they don't have any rad counters. Otherwise, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

$\{1\}, \{T\}$: Add $\{B\}\{G\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

If one or more counters would be put on an artifact or creature you control, that many plus one of each of those kinds of counters are put on that permanent instead. If you would get one or more counters, you get that many plus one of each of those kinds of counters instead.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a Swamp or a Forest.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev