

Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Badgermole Cub ①⑥ Creature -- Badger Mole When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beastrider Vanguard ①⑥ Creature -- Human Knight {4}{G}: Look at the top three 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 any order. 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	Birds of Paradise ⑥ Creature -- Bird Flying {T}: Add one mana of any color. 0/1 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

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Devoted Druid 1 6 Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devoted Druid 1 6 Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 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	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
Fiend Artisan B/G B/G Creature -- Nightmare This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery. 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	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 PLAYbotbox.dev

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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

Nature's Rhythm



Sorcery

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

Harmonize {X}{G}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)

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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

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 PLAY botbox.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 PLAY botbox.dev

Quirion Ranger 6 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	Shang-Chi, Master of Kung Fu 1 6 Legendary Creature -- Human Warrior Hero You may activate abilities of creatures you control as though those creatures had haste. {T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shang-Chi, Master of Kung Fu 1 6 Legendary Creature -- Human Warrior Hero You may activate abilities of creatures you control as though those creatures had haste. {T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Summoner's Pact 6 Instant Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains {T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar, Jubilant Brawler 1 B 6 Legendary Planeswalker -- Tyvar You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar, Jubilant Brawler 1 B 6 Legendary Planeswalker -- Tyvar You may activate abilities of creatures you control as though those creatures had haste. [+1]: Untap up to one target creature. [-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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	Vizier of Remedies 1W Creature -- Human Cleric If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vizier of Remedies 1W Creature -- Human Cleric If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead. 2/1 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

Crystal Barricade (1)(W) Artifact Creature -- Wall Defender (This creature can't attack.) You have hexproof. (You can't be the target of spells or abilities your opponents control.) Prevent all noncombat damage that would be dealt to other creatures you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystal Barricade (1)(W) Artifact Creature -- Wall Defender (This creature can't attack.) You have hexproof. (You can't be the target of spells or abilities your opponents control.) Prevent all noncombat damage that would be dealt to other creatures you control. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull (1)(W) Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull (1)(W) Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fatal Push (B) Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Grist, the Hunger Tide (1)(B)(G) Legendary Planeswalker -- Grist As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types. [+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process. [-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker. [-5]: Each opponent loses life equal to the number of creature cards in your graveyard. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guerrilla Gorilla (1)(G) Creature -- Ape Soldier Hero Reach Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jennifer Walters (1)(W) Legendary Creature -- Human Advisor Hero Your opponents can't cast spells during your turn. {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery. [sideboard] 2/3 3 G W W The Sensational She-Hulk Legendary Creature -- Gamma Hero Reach, trample Your opponents can't cast spells during your turn. Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn. 6/6 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.

[sideboard]

3/2

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Nature's Claim

⑥

Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Vexing Bauble

①

Artifact

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.

{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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