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| <div><div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                            | <div><div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                            | <div><div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                            | <div><div><div>Carnivorous Cultivator</div><div>Creature -- Elf Warlock</div><div><div>Deathtouch</div><div><p>This creature enters prepared.</p><p>Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</p></div></div><div>2/3</div><div>----- OTHER FACE -----</div><div><div>Enroot</div><div>Sorcery</div><div><p>Search your library for a land card, put it into your graveyard, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Carnivorous Cultivator</div><div>Creature -- Elf Warlock</div><div><div>Deathtouch</div><div><p>This creature enters prepared.</p><p>Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</p></div></div><div>2/3</div><div>----- OTHER FACE -----</div><div><div>Enroot</div><div>Sorcery</div><div><p>Search your library for a land card, put it into your graveyard, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Carnivorous Cultivator</div><div>Creature -- Elf Warlock</div><div><div>Deathtouch</div><div><p>This creature enters prepared.</p><p>Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</p></div></div><div>2/3</div><div>----- OTHER FACE -----</div><div><div>Enroot</div><div>Sorcery</div><div><p>Search your library for a land card, put it into your graveyard, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Carnivorous Cultivator</div><div>Creature -- Elf Warlock</div><div><div>Deathtouch</div><div><p>This creature enters prepared.</p><p>Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</p></div></div><div>2/3</div><div>----- OTHER FACE -----</div><div><div>Enroot</div><div>Sorcery</div><div><p>Search your library for a land card, put it into your graveyard, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Cryptic Caves</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{1}, {T}, Sacrifice this land: Draw a card. Activate only if you control five or more lands.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                |

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| <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Earthbender Ascension 26</div><div>Enchantment</div><div><p>When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Earthbender Ascension 26</div><div>Enchantment</div><div><p>When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Earthbender Ascension 26</div><div>Enchantment</div><div><p>When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.</p><p>Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         | <div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div>Hard-Hitting Question 6</div> <div>Sorcery</div> <div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div>Hard-Hitting Question 6</div> <div>Sorcery</div> <div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                |
| <div>Icetill Explorer 266</div> <div>Creature -- Insect Scout</div> <div>You may play an additional land on each of your turns.<br/>You may play lands from your graveyard.<br/>Landfall -- Whenever a land you control enters, mill a card.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Icetill Explorer 266</div> <div>Creature -- Insect Scout</div> <div>You may play an additional land on each of your turns.<br/>You may play lands from your graveyard.<br/>Landfall -- Whenever a land you control enters, mill a card.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Icetill Explorer 266</div> <div>Creature -- Insect Scout</div> <div>You may play an additional land on each of your turns.<br/>You may play lands from your graveyard.<br/>Landfall -- Whenever a land you control enters, mill a card.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Icetill Explorer 266</div> <div>Creature -- Insect Scout</div> <div>You may play an additional land on each of your turns.<br/>You may play lands from your graveyard.<br/>Landfall -- Whenever a land you control enters, mill a card.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Keen-Eyed Curator</b>  <br>Creature -- Raccoon Scout<br>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br>{1}: Exile target card from a graveyard.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Keen-Eyed Curator</b>  <br>Creature -- Raccoon Scout<br>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br>{1}: Exile target card from a graveyard.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Llanowar Elves</b> <br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | <b>Llanowar Elves</b> <br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |
| <b>Llanowar Elves</b> <br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                           | <b>Llanowar Elves</b> <br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                           | <b>Mightform Harmonizer</b>   <br>Creature -- Insect Druid<br>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mightform Harmonizer</b>   <br>Creature -- Insect Druid<br>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - FrankHolmquist - Mono-Green Landfall (Standard Challenge 32)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Mightform Harmonizer</b> 2GG<br>Creature -- Insect Druid<br>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mightform Harmonizer</b> 2GG<br>Creature -- Insect Druid<br>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mossborn Hydra</b> 2G<br>Creature -- Elemental Hydra<br>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.<br>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Mossborn Hydra</b> 2G<br>Creature -- Elemental Hydra<br>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.<br>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Mossborn Hydra</b> 2G<br>Creature -- Elemental Hydra<br>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.<br>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                | <b>Mossborn Hydra</b> 2G<br>Creature -- Elemental Hydra<br>Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) This creature enters with a +1/+1 counter on it.<br>Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                | <b>Pit of Offerings</b><br>Land -- Cave<br>This land enters tapped.<br>When this land enters, exile up to three target cards from graveyards.<br>{T}: Add {C}.<br>{T}: Add one mana of any of the exiled cards' colors.                                                                                                                                                                          | <b>Sazh's Chocobo</b> G<br>Creature -- Bird<br>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                     |

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| <div> <div>Sazh's Chocobo</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Bird</div> <div> <div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</div> <div>0/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sazh's Chocobo</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Bird</div> <div> <div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</div> <div>0/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                    | <div> <div>Sazh's Chocobo</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Bird</div> <div> <div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</div> <div>0/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                   | <div> <div>Snakeskin Veil</div> <div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>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.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Adventurer's Inn</div> </div> <div> <div>Land -- Town</div> <div> <div>When this land enters, you gain 2 life.</div> <div>{T}: Add {C}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                          | <div> <div>Eumidian Terrabotanist</div> <div> <div>16</div> </div> </div> <div> <div>Creature -- Insect Druid</div> <div> <div>Landfall -- Whenever a land you control enters, you gain 1 life.</div> <div>[sideboard]</div> <div>2/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hard-Hitting Question</div> <div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hard-Hitting Question</div> <div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                  |

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| <div><div>Pick Your Poison</div><div>6</div></div> <div>Sorcery</div> <div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   | <div><div>Pick Your Poison</div><div>6</div></div> <div>Sorcery</div> <div>Choose one --<br/>* Each opponent sacrifices an artifact of their choice.<br/>* Each opponent sacrifices an enchantment of their choice.<br/>* Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                   | <div><div>Sandman, Shifting Scoundrel</div><div>166</div></div> <div>Legendary Creature -- Sand Elemental Villain</div> <div>Sandman's power and toughness are each equal to the number of lands you control.<br/>Sandman can't be blocked by creatures with power 2 or less.<br/>{3}{G}{G}: Return this card and target land card from your graveyard to the battlefield tapped.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sandman, Shifting Scoundrel</div><div>166</div></div> <div>Legendary Creature -- Sand Elemental Villain</div> <div>Sandman's power and toughness are each equal to the number of lands you control.<br/>Sandman can't be blocked by creatures with power 2 or less.<br/>{3}{G}{G}: Return this card and target land card from your graveyard to the battlefield tapped.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Sapling Nursery</div><div>666</div></div> <div>Enchantment</div> <div>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)<br/>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach.<br/>{1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sapling Nursery</div><div>666</div></div> <div>Enchantment</div> <div>Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)<br/>Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach.<br/>{1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Snakeskin Veil</div><div>6</div></div> <div>Instant</div> <div>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.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                         | <div><div>Surrak, Elusive Hunter</div><div>26</div></div> <div>Legendary Creature -- Human Warrior</div> <div>This spell can't be countered.<br/>Trample<br/>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          |

**Surrak, Elusive Hunter** (2)(G)

Legendary Creature -- Human Warrior

This spell can't be countered.  
Trample  
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/3

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**Torpor Orb** (2)

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

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**Torpor Orb** ②

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

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