

Ba Sing Se Land This land enters tapped unless you control a basic land. {T}: Add {G}. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ba Sing Se Land This land enters tapped unless you control a basic land. {T}: Add {G}. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ba Sing Se Land This land enters tapped unless you control a basic land. {T}: Add {G}. {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnivorous Cultivator 16 Creature -- Elf Warlock Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand. 2/3 Enroot 6 Sorcery Search your library for a land card, put it into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Earthbender Ascension ②⑥ Enchantment When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Earthbender Ascension ②⑥ Enchantment When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Earthbender Ascension ②⑥ Enchantment When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Earthbender Ascension ②⑥ Enchantment When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elven Passage Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elven Passage Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elven Passage Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elven Passage Land {T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Escape Tunnel Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. {T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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$$(\{T\} : \text{Add } \{G\}.)$$

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Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

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You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

2/4

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1/1

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2GG

Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.

Warp {2}{6} (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.)

4/4

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4/4

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2 G

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.

Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossborn Hydra 26 Creature -- Elemental Hydra 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. Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mossborn Hydra 26 Creature -- Elemental Hydra 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. Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mossborn Hydra 26 Creature -- Elemental Hydra 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. Landfall -- Whenever a land you control enters, double the number of +1/+1 counters on this creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sapling Nursery 666 Enchantment Affinity for Forests (This spell costs {1} less to cast for each Forest you control.) Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{6}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sapling Nursery 666 Enchantment Affinity for Forests (This spell costs {1} less to cast for each Forest you control.) Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{6}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sapling Nursery 666 Enchantment Affinity for Forests (This spell costs {1} less to cast for each Forest you control.) Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{6}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sapling Nursery 666 Enchantment Affinity for Forests (This spell costs {1} less to cast for each Forest you control.) Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach. {1}{6}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sazh's Chocobo 6 Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sazh's Chocobo ⑥ Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sazh's Chocobo ⑥ Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sazh's Chocobo ⑥ Creature -- Bird Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snakeskin Veil ⑥ Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gigantic Big Bear ⑤⑥⑥ Creature -- Bear This spell can't be countered. Hexproof, haste [sideboard] 10/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gigantic Big Bear ⑤⑥⑥ Creature -- Bear This spell can't be countered. Hexproof, haste [sideboard] 10/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hard-Hitting Question ⑥ Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hard-Hitting Question ⑥ Sorcery Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keen-Eyed Curator ⑥⑥ 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Keen-Eyed Curator ⑥⑥ 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. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leatherhead, Swamp Stalker ②⑥⑥ Legendary Creature -- Crocodile Mutant Rogue Trample Leatherhead enters with a hexproof counter on her. Whenever Leatherhead deals combat damage to a player, you may remove a counter from her. When you do, destroy target artifact or enchantment that player controls. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Origin of Metalbending ①⑥ Instant -- Lesson Choose one -- * Destroy target artifact or enchantment. * Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sandman, Shifting Scoundrel ①⑥⑥ Legendary Creature -- Sand Elemental Villain Sandman's power and toughness are each equal to the number of lands you control. Sandman can't be blocked by creatures with power 2 or less. {3}{G}{G}: Return this card and target land card from your graveyard to the battlefield tapped. [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surrak, Elusive Hunter ②⑥ 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surrak, Elusive Hunter ②⑥ 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Torpor Orb 2 Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torpor Orb 2 Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Warg Tactics 16 Instant Choose one -- * Destroy target creature with flying. * Put a +1/+1 counter on target creature you control. It gains trample and hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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