

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	Compel Brutality 16 Instant Choose one -- * Target creature you control deals damage equal to its power to target creature or planeswalker an opponent controls. * Target planeswalker you control deals damage equal to its loyalty to target creature or planeswalker an opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Demolition Field Land {T}: Add {C}. {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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	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	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
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Hexhaven Invigorator Creature -- Chimera Horror Vigilance Whenever this creature is dealt damage, you may search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hexhaven Invigorator Creature -- Chimera Horror Vigilance Whenever this creature is dealt damage, you may search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hexhaven Invigorator Creature -- Chimera Horror Vigilance Whenever this creature is dealt damage, you may search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Icetill Explorer Creature -- Insect Scout 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 G G

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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2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

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.

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{1}: Exile target card from a
graveyard.
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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meltstrider's Resolve

Ⓒ

Enchantment -- Aura

Enchant creature you control
When this Aura enters, enchanted
creature fights up to one target
creature an opponent controls. (Each
deals damage equal to its power to
the other.)
Enchanted creature gets +0/+2 and
can't be blocked by more than one
creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meltstrider's Resolve

G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mightform Harmonizer (2)(G)(G)

2GG

Creature -- Insect Druid

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mightform Harmonizer (2)(G)(G)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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	Roiling Canopy Land This land enters tapped. Whenever a Forest you control enters, if you control at least five other Forests, target creature you control gets +3/+3 until end of turn. {T}: Add {G}. 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}{G}, 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}{G}, 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}{G}, 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

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Archdruid's Charm Instant Choose one -- * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle. * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control. * Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archdruid's Charm Instant Choose one -- * Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle. * Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control. * Exile target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Compel Brutality Instant Choose one -- * Target creature you control deals damage equal to its power to target creature or planeswalker an opponent controls. * Target planeswalker you control deals damage equal to its loyalty to target creature or planeswalker an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Compel Brutality Instant Choose one -- * Target creature you control deals damage equal to its power to target creature or planeswalker an opponent controls. * Target planeswalker you control deals damage equal to its loyalty to target creature or planeswalker an opponent controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

Choose one --

* Target permanent you control gains hexproof and indestructible until end of turn.

* Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Creature -- Beast

This spell can't be countered.
Trample, haste
Creature spells you control can't be countered.
Combat damage can't be prevented.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

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[sideboard]

3/2

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[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Enchantment -- Aura

Enchant creature you control
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Enchanted creature gets +0/+2 and
can't be blocked by more than one
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending (1)(G)

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 PLAY botbox.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 PLAY botbox.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	
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