

<div>Carnivorous Cultivator 16</div> <div>Creature -- Elf Warlock</div> <div>Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</div> <div>2/3</div> <div>----- OTHER FACE -----</div> <div>Enroot 6</div> <div>Sorcery</div> <div>Search your library for a land card, put it into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Carnivorous Cultivator 16</div> <div>Creature -- Elf Warlock</div> <div>Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</div> <div>2/3</div> <div>----- OTHER FACE -----</div> <div>Enroot 6</div> <div>Sorcery</div> <div>Search your library for a land card, put it into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Carnivorous Cultivator 16</div> <div>Creature -- Elf Warlock</div> <div>Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</div> <div>2/3</div> <div>----- OTHER FACE -----</div> <div>Enroot 6</div> <div>Sorcery</div> <div>Search your library for a land card, put it into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Carnivorous Cultivator 16</div> <div>Creature -- Elf Warlock</div> <div>Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.</div> <div>2/3</div> <div>----- OTHER FACE -----</div> <div>Enroot 6</div> <div>Sorcery</div> <div>Search your library for a land card, put it into your graveyard, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Cryptic Caves</div> <div>Land</div> <div>{T}: Add {C}. {1}, {T}, Sacrifice this land: Draw a card. Activate only if you control five or more lands.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Demolition Field</div> <div>Land</div> <div>{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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Earthbender Ascension 26</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Earthbender Ascension 26</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Earthbender Ascension 26</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elven Passage</div><div>Land</div><div>{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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elven Passage</div><div>Land</div><div>{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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elven Passage</div><div>Land</div><div>{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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Elven Passage</div><div>Land</div><div>{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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Enduring Vitality 166</div><div>Enchantment Creature -- Elk Glimmer</div><div>Vigilance Creatures you control have "{T}: Add one mana of any color." When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Escape Tunnel</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. {T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Esper Origins 16</div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{6} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Reveal the top card of your library. If it's a permanent card, put it into your hand. II -- Add {6}{6}. III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Esper Origins16</div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Reveal the top card of your library. If it's a permanent card, put it into your hand. II -- Add {G}{G}. III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Esper Origins16</div><div>Sorcery</div><div>Surveil 2. You gain 2 life. If this spell was cast from a graveyard, exile it, then put it onto the battlefield transformed under its owner's control with a finality counter on it. (If a creature with a finality counter on it would die, exile it instead.) Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>----- BACK FACE -----</div><div>Summon: Esper Maduin</div><div>Enchantment Creature -- Saga Elemental</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Reveal the top card of your library. If it's a permanent card, put it into your hand. II -- Add {G}{G}. III -- Other creatures you control get +2/+2 and gain trample until end of turn.</div><div>4/4</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></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>	<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>Icetill Explorer2GG</div> <div>Creature -- Insect Scout</div> <div>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.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Icetill Explorer2GG</div> <div>Creature -- Insect Scout</div> <div>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.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Icetill Explorer ②⑥⑥ 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. <div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icetill Explorer ②⑥⑥ 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. <div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lumbering Worldwagon ②⑥ Artifact -- Vehicle This Vehicle's power is equal to the number of lands you control. Whenever this Vehicle enters or attacks, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Crew 4 <div>* /4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Meltstrider's Resolve ⑥ 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. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - fgttt - Mono-Green Landfall (???1 / Standard Cup 1)

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

<p>Mightform Harmonizer 2GG</p> <p>Creature -- Insect Druid</p> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn. 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.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mightform Harmonizer 2GG</p> <p>Creature -- Insect Druid</p> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn. 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.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mightform Harmonizer 2GG</p> <p>Creature -- Insect Druid</p> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn. 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.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Mightform Harmonizer 2GG</p> <p>Creature -- Insect Druid</p> <p>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn. 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.)</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Sapling Nursery 6GG</p> <p>Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sapling Nursery 6GG</p> <p>Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sapling Nursery 6GG</p> <p>Enchantment</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sazh's Chocobo G</p> <p>Creature -- Bird</p> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - fgttt - Mono-Green Landfall (???1 / Standard Cup 1)

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 7/10 - 8 cards - 2.5 x 3.5 in each

G

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

G

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

Ⓒ

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

② ⑥

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.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

This spell can't be countered.
Trample, haste
Delirium -- {2}{G}{G}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if there are four or more card types among cards in your graveyard and only as a sorcery.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Vigilance
Creatures you control have "{T}: Add one mana of any color."
When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

Vigilance
Creatures you control have "{T}: Add one mana of any color."
When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Vigilance
Creatures you control have "{T}: Add one mana of any color."
When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Karn, Argent Defender ②</div> <div> <div>Legendary Artifact Creature -- Golem</div> <div> Artifacts and creatures entering the battlefield don't cause abilities to trigger. </div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Karn, Argent Defender ②</div> <div> <div>Legendary Artifact Creature -- Golem</div> <div> Artifacts and creatures entering the battlefield don't cause abilities to trigger. </div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Meltstrider's Resolve ⑥</div> <div> <div>Enchantment -- Aura</div> <div> 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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Meltstrider's Resolve ⑥</div> <div> <div>Enchantment -- Aura</div> <div> 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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>
<div> <div>Meltstrider's Resolve ⑥</div> <div> <div>Enchantment -- Aura</div> <div> 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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Sandman, Shifting Scoundrel 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. 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. </div> <div>[sideboard]</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Sapling Nursery ⑥⑥⑥</div> <div> <div>Enchantment</div> <div> 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. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>	<div> <div>Surrak, Elusive Hunter ②⑥</div> <div> <div>Legendary Creature -- Human Warrior</div> <div> 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. </div> <div>[sideboard]</div> <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>

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 PLAY botbox.dev

Torpor Orb ②

Artifact

Creatures entering don't cause abilities to trigger.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volatile Fault

Land -- Cave

{T}: Add {C}.
{1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev