Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ghalta the Unstoppable 8G

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
Trample
Other creatures you control have trample.

8/8

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Greenhouse Propagator 2G

Creature -- Cat Druid

Whenever another creature you control enters, you gain 1 life.
{T}: Add {G}.

2/3

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Something Worth Saving (1)(G)

Instant

Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)

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Surgical Precision {1}{W}

Sorcery

Choose one --
* Destroy target creature with toughness 4 or greater. You gain 1 life.
* You draw a card and gain 2 life.

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Teyo, Lightshield Expert {1}{W}

Legendary Creature -- Human Cleric

Flash
When Teyo enters, target permanent you control gains hexproof until end of turn. Put a +1/+1 counter on it if it's a creature. Put a loyalty counter on it if it's a planeswalker. (It can't be the target of spells or abilities your opponents control.)

1/1

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Titanbones, Towering Heart 3G

Legendary Creature -- Skeleton Druid

Reach
Whenever you gain life, put two +1/+1 counters on Titanbones.
When you discard this card, you gain 3 life.

4/3

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Unflinching Hortimancer 1W

Creature -- Human Cleric

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Whenever you gain life, put a +1/+1 counter on this creature.

2/1

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Vigorbloom Annex

Land

This land enters tapped unless you control a planeswalker.
{T}: Add {G} or {W}.

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Vigorbloom Charm {G}{W}

Instant

Choose one --
* Target permanent you control gains hexproof and indestructible until end of turn.
* You draw a card and gain 3 life.
* Put a +1/+1 counter on target creature you control. Then it fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Mentor {2}{W}

Legendary Enchantment

When Way of the Mentor enters, empower Jace 5. (Put five loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")
Whenever you gain life, put a loyalty counter on each planeswalker you control.

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Way of the Paradox {2}{G}

Legendary Enchantment

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Whenever you activate a loyalty ability, you gain 1 life. You may play an additional land this turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Academic Ascent {1}{W}

Instant

Target creature gets +2/+2 and gains flying until end of turn.
Empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Afterthought Sentry {2}

Artifact Creature -- Gargoyle

{2}: This creature gains flying until end of turn.
Whenever this creature attacks, exile up to one target card from a graveyard.

[sideboard]

2/2

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Bloombrute {2}{G}{W}

Creature -- Plant Elemental

Whenever you gain life, draw a card. This ability triggers only once each turn.
{4}{G}{W}: Target creature gains trample and lifelink until end of turn.

[sideboard]

4/4

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Ruric Thar, Magecrusher {5}{G}{G}

Legendary Creature -- Ogre Warrior

This spell can't be countered.
Reach, vigilance, trample
Ruric Thar has hexproof as long as they haven't dealt combat damage yet. (They can't be the target of spells or abilities your opponents control.)

[sideboard]

7/7

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Yoshimaru, Scrappy Stray 1G

Legendary Creature -- Dog

When Yoshimaru enters, another target creature you control fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
{6}: Put a +1/+1 counter on target nonlegendary creature.

[sideboard]

1/1

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