

Castle Garenbrig

Land

This land enters tapped unless you control a Forest.

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

[2]{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Elder Gargaroth

3 G G

Creature -- Beast

Reach, vigilance, trample
Whenever this creature attacks or
blocks, choose one --

* Create a 3/3 green Beast creature token.

* You gain 3 life.

* Draw a card.

6/6

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Forest

Basic Land -- Forest

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

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Playtest cards - boltyou33 - Standard (Standard League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Questing Beast 2 G G Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Questing Beast 2 G G Legendary Creature -- Beast Vigilance, deathtouch, haste Questing Beast can't be blocked by creatures with power 2 or less. Combat damage that would be dealt by creatures you control can't be prevented. Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze 1 G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze 1 G Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tangled Florahedron ①⑥ Creature -- Elemental {T}: Add {G}. 1/1 --- BACK FACE --- Tangled Vale Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangled Florahedron ①⑥ Creature -- Elemental {T}: Add {G}. 1/1 --- BACK FACE --- Tangled Vale Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangled Florahedron ①⑥ Creature -- Elemental {T}: Add {G}. 1/1 --- BACK FACE --- Tangled Vale Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tangled Florahedron ①⑥ Creature -- Elemental {T}: Add {G}. 1/1 --- BACK FACE --- Tangled Vale Land This land enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Great Henge ⑦⑥⑥ Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Great Henge ⑦⑥⑥ Legendary Artifact This spell costs {X} less to cast, where X is the greatest power among creatures you control. {T}: Add {G}{G}. You gain 2 life. Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Monsters' Advocate ③⑥⑥ Legendary Planeswalker -- Vivien You may look at the top card of your library any time. You may cast creature spells from the top of your library. [+1]: Create a 3/3 green Beast creature token. Put your choice of a reach counter, a vigilance counter, or a trample counter on it. [-2]: When you next cast a creature spell this turn, search your library for a creature card with lesser mana value, put it onto the battlefield, then shuffle. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien, Monsters' Advocate ③⑥⑥ Legendary Planeswalker -- Vivien You may look at the top card of your library any time. You may cast creature spells from the top of your library. [+1]: Create a 3/3 green Beast creature token. Put your choice of a reach counter, a vigilance counter, or a trample counter on it. [-2]: When you next cast a creature spell this turn, search your library for a creature card with lesser mana value, put it onto the battlefield, then shuffle. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vorinclex, Monstrous Raider 4GG Legendary Creature -- Phyrexian Praetor Trample, haste If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. If an opponent would put one or more counters on a permanent or player, they put half that many of each of those kinds of counters on that permanent or player instead, rounded down. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vorinclex, Monstrous Raider 4GG Legendary Creature -- Phyrexian Praetor Trample, haste If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. If an opponent would put one or more counters on a permanent or player, they put half that many of each of those kinds of counters on that permanent or player instead, rounded down. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vorinclex, Monstrous Raider 4GG Legendary Creature -- Phyrexian Praetor Trample, haste If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. If an opponent would put one or more counters on a permanent or player, they put half that many of each of those kinds of counters on that permanent or player instead, rounded down. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vorinclex, Monstrous Raider 4GG Legendary Creature -- Phyrexian Praetor Trample, haste If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead. If an opponent would put one or more counters on a permanent or player, they put half that many of each of those kinds of counters on that permanent or player instead, rounded down. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chainweb Aracnir G Creature -- Spider Reach When this creature enters, it deals damage equal to its power to target creature with flying an opponent controls. Escape--{3}{G}{G}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with three +1/+1 counters on it. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chainweb Aracnir G Creature -- Spider Reach When this creature enters, it deals damage equal to its power to target creature with flying an opponent controls. Escape--{3}{G}{G}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with three +1/+1 counters on it. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chainweb Aracnir G Creature -- Spider Reach When this creature enters, it deals damage equal to its power to target creature with flying an opponent controls. Escape--{3}{G}{G}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with three +1/+1 counters on it. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemrazer 3G Creature -- Beast Mutate {1}{G}{G} (If you cast this spell for its mutate cost, put it over or under target non-Human creature you own. They mutate into the creature on top plus all abilities from under it.) Reach, trample Whenever this creature mutates, destroy target artifact or enchantment an opponent controls. [sideboard] 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Oakhame Adversary 3 6 Creature -- Elf Warrior This spell costs {2} less to cast if an opponent controls a green permanent. Deathtouch Whenever this creature deals combat damage to a player, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oakhame Adversary 3 6 Creature -- Elf Warrior This spell costs {2} less to cast if an opponent controls a green permanent. Deathtouch Whenever this creature deals combat damage to a player, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oakhame Adversary 3 6 Creature -- Elf Warrior This spell costs {2} less to cast if an opponent controls a green permanent. Deathtouch Whenever this creature deals combat damage to a player, draw a card. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Primal Might X 6 Sorcery Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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