

Annoyed Altisaur (5)(G)(G) Creature -- Dinosaur Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annoyed Altisaur (5)(G)(G) Creature -- Dinosaur Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annoyed Altisaur (5)(G)(G) Creature -- Dinosaur Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annoyed Altisaur (5)(G)(G) Creature -- Dinosaur Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) <div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Arbor Elf (G) Creature -- Elf Druid {T}: Untap target Forest. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf (G) Creature -- Elf Druid {T}: Untap target Forest. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf (G) Creature -- Elf Druid {T}: Untap target Forest. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf (G) Creature -- Elf Druid {T}: Untap target Forest. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avenging Hunter (4)(G) Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avenging Hunter (4)(G) Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avenging Hunter (4)(G) Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Avenging Hunter (4)(G) Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boarding Party (5)(R) Creature -- Human Pirate Haste Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boarding Party (5)(R) Creature -- Human Pirate Haste Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boarding Party (5)(R) Creature -- Human Pirate Haste Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boarding Party (5)(R) Creature -- Human Pirate Haste Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Colossal Dreadmask</div><div><div>4</div><div>G</div><div>G</div></div></div><div>Artifact -- Equipment</div><div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.) Equipped creature gets +6/+6 and has trample. Equip {3}{G}{G}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div>Creature -- Treefolk</div> <div> <p>Reach</p> <p>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>5/7</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div>Creature -- Treefolk</div> <div> <p>Reach</p> <p>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</p> <p>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>5/7</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Sorcery</div> <div> <p>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Writhing Chrysalis</div><div>2R6</div></div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Breath Weapon</div><div>2R</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Breath Weapon</div><div>2R</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Deglamer</div><div>16</div></div><div>Instant</div><div>Choose target artifact or enchantment. Its owner shuffles it into their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Deglamer</div><div>16</div></div><div>Instant</div><div>Choose target artifact or enchantment. Its owner shuffles it into their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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Lightning Bolt deals 3 damage to any target.

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Put target artifact on the bottom of its owner's library.

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2GG

When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

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3/3

<div><div><div>Nylea's Disciple</div><div>2GG</div></div><div>Creature -- Centaur Archer</div><div>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Nylea's Disciple</div><div>2GG</div></div><div>Creature -- Centaur Archer</div><div>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Nylea's Disciple</div><div>2GG</div></div><div>Creature -- Centaur Archer</div><div>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div><div>[sideboard]</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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