## Archdruid's Charm {G}{G}{G}

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Badgermole Cub {1}{G}

Creature -- Badger Mole

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)
Whenever you tap a creature for mana, add an additional {G}.

**2/2**

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Whenever you tap a creature for mana, add an additional {G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

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**Playtest cards - Kizdar - Standard v3 Group 2649ED (Leyline Weaver, Mockingbird) (Standard** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {G} or {U}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Craterhoof Behemoth {5}{G}{G}{G}

Creature -- Beast

Haste
When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Forest**

Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Gene Pollinator** (G)

Artifact Creature -- Robot Insect

{T}, Tap an untapped permanent you control: Add one mana of any color.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Robot Insect

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Kizdar - Standard v3 Group 2649ED (Leyline Weaver, Mockingbird) (Standard** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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{T}, Tap an untapped permanent you control: Add one mana of any color.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Keen-Eyed Curator {G}{G}

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

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Leyline Weaver

(card data unavailable)

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## Leyline Weaver

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

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Creature -- Elf Druid

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**1/1**

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## Marang River Regent {4}{U}{U}

Creature -- Dragon

Flying
When this creature enters, return up to two other target nonland permanents to their owners' hands.

**6/7**

- - - ADVENTURE - - -

## Coil and Catch {3}{U}

Instant -- Omen

Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mockingbird {X}{U}

Creature -- Bird Bard

Flying
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nature's Rhythm {X}{G}{G}

Sorcery

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.
Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - Kizdar - Standard v3 Group 2649ED (Leyline Weaver, Mockingbird) (Standard** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Nature's Rhythm (X)(G)(G)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ouroboroid (2)(G)(G)

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

**1/3**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Quantum Riddler (3)(U)(U)

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

**4/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Surrak, Elusive Hunter 2G

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.

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Willowrush Verge

Land

{T}: Add {U}.
{T}: Add {G}. Activate only if you control a Forest or an Island.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Champion of the Weird 3B

Creature -- Goblin Berserker

As an additional cost to cast this spell, behold a Goblin and exile it. (Exile a Goblin you control or a Goblin card from your hand.)
Pay 1 life, Blight 2: Target opponent blights 2. Activate only as a sorcery.
When this creature leaves the battlefield, return the exiled card to its owner's hand.

[sideboard]

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Detect Intrusion

(card data unavailable)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Into the Flood Maw U

Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Kitesail Larcenist (2)(U)

Creature -- Human Pirate

Flying, ward {1}
When this creature enters, for each player, choose up to one other target artifact or creature that player controls. For as long as this creature remains on the battlefield, the chosen permanents become Treasure artifacts with "{T}, Sacrifice this artifact: Add one mana of any color" and lose all other abilities.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Oko, Lorwyn Liege

Card

[sideboard]

- - - OTHER FACE - - -

## Oko, Lorwyn Liege

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Repulsive Mutation (X)(G)(U)

Instant

Put X +1/+1 counters on target creature you control. Then counter up to one target spell unless its controller pays mana equal to the greatest power among creatures you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Pierce (U)

Instant

Counter target noncreature spell unless its controller pays {2}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Surrak, Elusive Hunter (2)(G)

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

## Unable to Scream (U)

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wistfulness {3}{G/U}{G/U}

Creature -- Elemental Incarnation

When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.
When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.
Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

[sideboard]

**6/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**6/5**

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