

Find 8/96/9 Sorcery Return up to two target creature cards from your graveyard to your hand. ----- RIGHT HALF ----- Finality 4B6 Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Find 8/96/9 Sorcery Return up to two target creature cards from your graveyard to your hand. ----- RIGHT HALF ----- Finality 4B6 Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Find 8/96/9 Sorcery Return up to two target creature cards from your graveyard to your hand. ----- RIGHT HALF ----- Finality 4B6 Sorcery You may put two +1/+1 counters on a creature you control. Then all creatures get -4/-4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Forest

Basic Land -- Forest

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

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Ghalta, Primal Hunger 10GG

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the total power of creatures you control.

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

12/12

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Jadelight Ranger ①GG

Creature -- Merfolk Scout Ranger

When this creature enters, it explores, then it explores again. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard. Then repeat this process.)

2/1

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Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

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2GG

Hexproof
You can't cast noncreature spells.
{2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.

6/6

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2GG

Hexproof
You can't cast noncreature spells.
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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Swamp Forest

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

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Land -- Swamp Forest

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

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Pelt Collector  Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1	Pelt Collector  Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1
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Creature -- Elf Knight

This creature can't be blocked by creatures with power 2 or less.

5/4

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This creature can't be blocked by creatures with power 2 or less.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Warrior

Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature becomes the target of a spell or ability an opponent controls, create a 1/1 green Elf Warrior creature token. {5}{6}: This creature gets +4/+4 until end of turn.

2/3

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Creature -- Dinosaur

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

3/4

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Creature -- Dinosaur

{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Planeswalker -- Vivien

[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[-3]: Destroy target artifact, enchantment, or creature with flying.

[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."

L 5

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Legendary Planeswalker -- Vivien

[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

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Deathgorge Scavenger (2)(G) Creature -- Dinosaur Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Midnight Reaper (2)(B) Creature -- Zombie Knight Whenever a nontoken creature you control dies, this creature deals 1 damage to you and you draw a card. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullhide Ferox (2)(G)(G) Creature -- Beast Hexproof You can't cast noncreature spells. {2}: This creature loses all abilities until end of turn. Any player may activate this ability. If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. [sideboard] 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Immortal Sun 6 Legendary Artifact Players can't activate planeswalkers' loyalty abilities. At the beginning of your draw step, draw an additional card. Spells you cast cost {1} less to cast. Creatures you control get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Immortal Sun 6 Legendary Artifact Players can't activate planeswalkers' loyalty abilities. At the beginning of your draw step, draw an additional card. Spells you cast cost {1} less to cast. Creatures you control get +1/+1. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thrashing Brontodon 166 Creature -- Dinosaur {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	