

Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 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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Hunger of the Howlpack 6 Instant Put a +1/+1 counter on target creature. Morbid -- Put three +1/+1 counters on that creature instead if a creature died this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunger of the Howlpack 6 Instant Put a +1/+1 counter on target creature. Morbid -- Put three +1/+1 counters on that creature instead if a creature died this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunger of the Howlpack 6 Instant Put a +1/+1 counter on target creature. Morbid -- Put three +1/+1 counters on that creature instead if a creature died this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hunger of the Howlpack 6 Instant Put a +1/+1 counter on target creature. Morbid -- Put three +1/+1 counters on that creature instead if a creature died this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Nest Invader 1 6 Creature -- Eldrazi Drone When this creature enters, create a 0/1 colorless Eldrazi Spawn creature token. It has "Sacrifice this token: Add {C}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nest Invader 1 6 Creature -- Eldrazi Drone When this creature enters, create a 0/1 colorless Eldrazi Spawn creature token. It has "Sacrifice this token: Add {C}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nest Invader 1 6 Creature -- Eldrazi Drone When this creature enters, create a 0/1 colorless Eldrazi Spawn creature token. It has "Sacrifice this token: Add {C}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nest Invader 1 6 Creature -- Eldrazi Drone When this creature enters, create a 0/1 colorless Eldrazi Spawn creature token. It has "Sacrifice this token: Add {C}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nettle Sentinel ⑥ Creature -- Elf Warrior This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nettle Sentinel ⑥ Creature -- Elf Warrior This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nettle Sentinel ⑥ Creature -- Elf Warrior This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nettle Sentinel ⑥ Creature -- Elf Warrior This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Quirion Ranger ⑥ Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger ⑥ Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger ⑥ Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor ⑥ Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancor ⑥ Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.	Rancor ⑥ Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.	Rancor ⑥ Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.	River Boa ①⑥ Creature -- Snake Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {G}: Regenerate this creature.
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River Boa ①⑥ Creature -- Snake Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {G}: Regenerate this creature.	River Boa ①⑥ Creature -- Snake Islandwalk (This creature can't be blocked as long as defending player controls an Island.) {G}: Regenerate this creature.	Savage Swipe ⑥ Sorcery Target creature you control gets +2/+2 until end of turn if its power is 2. Then it fights target creature you don't control. (Each deals damage equal to its power to the other.)	Savage Swipe ⑥ Sorcery Target creature you control gets +2/+2 until end of turn if its power is 2. Then it fights target creature you don't control. (Each deals damage equal to its power to the other.)
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G

Target creature you control gets +2/+2 until end of turn if its power is 2. Then it fights target creature you don't control. (Each deals damage equal to its power to the other.)

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① ⑥

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
This creature can't be blocked except by creatures with flying.

1/1

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Ⓒ

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters with a +1/+1 counter on it.)
Creatures with power less than this creature's power can't block it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters with a +1/+1 counter on it.)
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1/1

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① BP

({B/P} can be paid with either {B}
or 2 life.)
Flying
Lifelink (Damage dealt by this
creature also causes you to gain
that much life.)

1/1

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① ② BP

({B/P} can be paid with either {B}
or 2 life.)
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Lifelink (Damage dealt by this
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that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{B/P} can be paid with either {B} or 2 life.)
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Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

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G

Kicker {G} (You may pay an additional {G} as you cast this spell.)
Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.

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Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.

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G

Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.)

1/1

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① ②

Target creature you control gets +1/+2 until end of turn. It fights target creature you don't control. (Each deals damage equal to its power to the other.)

[sidebar]

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①BB

Flying
Discard this card: Exile up to two
target cards from graveyards.

[sidebar]

2/2

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① ⑥

Destroy target artifact or enchantment.

Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

[sidebar]

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① ⑥

Destroy target artifact or enchantment.

Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)

[sideboard]

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Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	