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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - pao1989-06933 - Historic (Holiday Night Magic) sheet 1/12 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Endurance {1}{G}{G}

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Favored Enemy {G}

Enchantment

As this enchantment enters, note the most prevalent creature type in an opponent's library.
When this enchantment enters, target creature you control fights up to one target creature you don't control.
Whenever a creature an opponent controls of the noted type dies, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Favored Enemy {G}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - pao1989-06933 - Historic (Holiday Night Magic) sheet 2/12 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Forceful Cultivator (2)(G)(G)

Creature -- Snake Shaman

This spell costs {2} less to cast if there are no land cards in your hand.
When Forceful Cultivator enters the battlefield, search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This spell costs {2} less to cast if there are no land cards in your hand.
When Forceful Cultivator enters the battlefield, search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

2/3

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of Bamboo Groves {G}

Enchantment Creature -- Spirit

When Kami of Bamboo Groves enters the battlefield, you may put a land card from your hand onto the battlefield tapped.
Channel -- {2}{G}, Discard Kami of Bamboo Groves: Conjure two cards named Forest into your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last March of the Ents {6}{G}{G}

Sorcery

This spell can't be countered.
Draw cards equal to the greatest toughness among creatures you control, then put any number of creature cards from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - pao1989-06933 - Historic (Holiday Night Magic) sheet 6/12 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of Burgeoning Life {X}{G}

Instant

As an additional cost to cast this spell, you may exile any number of green cards from your hand. This spell costs {2} less to cast for each card exiled this way.
Choose target creature with mana value less than X. Search your library for a creature card with the same name as that creature, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nykthos, Shrine to Nyx

Legendary Land

{T}: Add {C}.
{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color.
(Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Old-Growth Troll {G}{G}{G}

Creature -- Troll Warrior

Trample
When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rofellos, Llanowar Emissary {G}{G}

Legendary Creature -- Elf Druid

{T}: Add {G} for each Forest you control.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rofellos, Llanowar Emissary {G}{G}

Legendary Creature -- Elf Druid

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - pao1989-06933 - Historic (Holiday Night Magic) sheet 8/12 - 8 cards - 2.5 x 3.5 in each

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Legendary Creature -- Elf Druid

{T}: Add {G} for each Forest you control.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Anthem {G}{G}

Enchantment

Green creatures you control get +1/+1.
Whenever a green creature you control enters, scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Anthem {G}{G}

Enchantment

Green creatures you control get +1/+1.
Whenever a green creature you control enters, scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library {1}{G}

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library {1}{G}

Enchantment

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Huntsman's Redemption {2}{G}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Create a 3/3 green Beast creature token.
II -- You may sacrifice a creature. If you do, search your library for a creature or basic land card, reveal it, put it into your hand, then shuffle.
III -- Up to two target creatures each get +2/+2 and gain trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Traverse Valley (G)

Sorcery

Kicker--Forage.
Seek a nonbasic land card. If this spell was kicked, put that card onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Kicker--Forage.
Seek a nonbasic land card. If this spell was kicked, put that card onto the battlefield tapped.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl (G)

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl (G)

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl (G)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - pao1989-06933 - Historic (Holiday Night Magic) sheet 10/12 - 8 cards - 2.5 x 3.5 in each

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A-The One Ring (4)

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{1}, {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

A-The One Ring (4)

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{1}, {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Damping Sphere (2)

Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elven Chorus (3)(G)

Enchantment

You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Creatures you control have "{T}: Add one mana of any color."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elven Chorus (3)(G)

Enchantment

You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
Creatures you control have "{T}: Add one mana of any color."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; 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.

Frenzied Baloth — {G}{G}

Creature -- Beast

This spell can't be countered.
Trample, haste
Creature spells you control can't be countered.
Combat damage can't be prevented.

[sideboard]

3/2

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3/2

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Sapling Nursery — {G}{G}{G}

Enchantment

Affinity for Forests (This spell costs {1} less to cast for each Forest you control.)
Landfall -- Whenever a land you control enters, create a 3/4 green Treefolk creature token with reach.
{1}{G}, Exile this enchantment: Treefolk and Forests you control gain indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shapers' Sanctuary — {G}

Enchantment

Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

[sideboard]

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Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Six — {2}{G}

Legendary Creature -- Treefolk

Reach
Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.
During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)

[sideboard]

2/4

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[sideboard]

2/4

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Playtest cards - pao1989-06933 - Historic (Holiday Night Magic) sheet 12/12 - 7 cards - 2.5 x 3.5 in each

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