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}.

2/2

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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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

Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Elvish Mystic (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AnotherStep - Pioneer v3 Group 1D50B6 (Craterhoof Behemoth, Fight Rigging sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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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

Lair of the Hydra

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {G}.
{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Weaver

(card data unavailable)

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Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {G}.

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{T}: Add {G}.

1/1

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AnotherStep - Pioneer v3 Group 1D50B6 (Craterhoof Behemoth, Fight Rigging sheet 5/10 - 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

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

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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Questing Beast {2}{G}{G}

Legendary Creature -- Beast

Vigilance, deathtouch, haste
Questing Beast can't be blocked by creatures with power 2 or less.
Combat damage that would be dealt by creatures you control can't be prevented.
Whenever Questing Beast deals combat damage to an opponent, it deals that much damage to target planeswalker that player controls.

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titan of Industry {4}{G}{G}{G}

Creature -- Elemental

Reach, trample
When this creature enters, choose two --
* Destroy target artifact or enchantment.
* Target player gains 5 life.
* Create a 4/4 green Rhino Warrior creature token.
* Put a shield counter on a creature you control.

7/7

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tribute to the World Tree {G}{G}{G}

Enchantment

Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Vastlands Scavenger 1GG

Creature -- Bear Druid

Deathtouch
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

4/4

- - - OTHER FACE - - -

Bind to Life 4G

Instant

Mill seven cards. Then put a creature card from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elder Gargaroth 3GG

Creature -- Beast

Reach, vigilance, trample
Whenever this creature attacks or blocks, choose one --
* Create a 3/3 green Beast creature token.
* You gain 3 life.
* Draw a card.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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* Draw a card.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Keen-Eyed Curator GG

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.

[sideboard]

3/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nylea's Disciple {2}{G}{G}

Creature -- Centaur Archer

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.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reclamation Sage {2}{G}

Creature -- Elf Shaman

When this creature enters, you may destroy target artifact or enchantment.

[sideboard]

2/1

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[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyreaping {1}{G}

Sorcery

Skyreaping deals damage to each creature with flying equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyreaping {1}{G}

Sorcery

Skyreaping deals damage to each creature with flying equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)

[sideboard]

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Tail Swipe G

Instant

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

[sideboard]

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