Ashaya, Soul of the Wild {3}{G}{G}

Legendary Creature -- Elemental

Ashaya's power and toughness are each equal to the number of lands you control.
Nontoken creatures you control are Forest lands in addition to their other types. (They're still affected by summoning sickness.)

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chord of Calling {X}{G}{G}{G}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

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

Delighted Halfling {G}

Creature -- Halfling Citizen

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Freyalise {3}{G}{G}{G}

Creature -- Elf Druid

When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.

3/3

- - - BACK FACE - - -

Garden of Freyalise

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dryad Arbor

Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land Creature -- Forest Dryad

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enduring Vitality {1}{G}{G}

Enchantment Creature -- Elk Glimmer

Vigilance
Creatures you control have "{T}: Add one mana of any color."
When Enduring Vitality dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Formidable Speaker {2}{G}

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith {X}{G}

Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline of Abundance {2}{G}{G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Whenever you tap a creature for mana, add an additional {G}.
{6}{G}{G}: Put a +1/+1 counter on each creature you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Cobra {1}{G}

Creature -- Snake

Landfall -- Whenever a land you control enters, add one mana of any color.

2/1

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Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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Nissa, Resurgent Animist (2)(G)

Legendary Creature -- Elf Scout

Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nissa, Who Shakes the World (3)(G)(G)

Legendary Planeswalker -- Nissa

Whenever you tap a Forest for mana, add an additional {G}.
[+1]: Put three +1/+1 counters on up to one target noncreature land you control. Untap it. It becomes a 0/0 Elemental creature with vigilance and haste that's still a land.
[-8]: You get an emblem with "Lands you control have indestructible." Search your library for any number of Forest cards, put them onto the battlefield tapped, then shuffle.

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 5

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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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quirion Ranger {G}

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shang-Chi, Master of Kung Fu {1}{G}

Legendary Creature -- Human Warrior Hero

You may activate abilities of creatures you control as though those creatures had haste.
{T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.

2/2

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Springheart Nantuko {1}{G}

Enchantment Creature -- Insect Monk

Bestow {1}{G}
Enchanted creature gets +1/+1.
Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summoner's Pact {0}

Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle.
At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chomping Changeling (2)(G)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, destroy up to one target artifact or enchantment.

[sideboard]

1/2

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[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collector Ouphe (1)(G)

Creature -- Ouphe

Activated abilities of artifacts can't be activated.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

3/4

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Gaddock Teeg {G}{W}

Legendary Creature -- Kithkin Advisor

Noncreature spells with mana value 4 or greater can't be cast.
Noncreature spells with {X} in their mana costs can't be cast.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grafdigger's Cage {1}

Artifact

Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

[sideboard]

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.

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1/3

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[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenging Ooze {1}{G}

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soulless Jailer {2}

Artifact Creature -- Phyrexian Golem

Permanent cards in graveyards can't enter the battlefield.
Players can't cast noncreature spells from graveyards or exile.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tajuru Preserver {1}{G}

Creature -- Elf Shaman

Spells and abilities your opponents control can't cause you to sacrifice permanents.

[sideboard]

2/1

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Vexing Bauble (1)

Artifact

Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

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