## 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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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Barkchannel Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

## Tidechannel Pathway

Land

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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- - - BACK FACE - - -

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- - - BACK FACE - - -

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Land

{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.


PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Breeding Pool

Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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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


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**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fiend Artisan {B/G}{B/G}

Creature -- Nightmare

This creature gets +1/+1 for each creature card in your graveyard.
{X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.

**1/1**

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**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

Basic Land -- Forest

({T}: Add {G}.)

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



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**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

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**1/1**

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Creature -- Elf Druid

{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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## Nature's Rhythm (X)(G)(G)

Sorcery

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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

## Quantum Riddler (3)(U)(U)

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Spider Manifestation** {1}{R/G}

Creature -- Spider Avatar

Reach
{T}: Add {R} or {G}.
Whenever you cast a spell with mana value 4 or greater, untap this creature.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Spider Avatar

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**The Unbeatable Squirrel Girl** {1}{G}{G}{G}

Legendary Creature -- Squirrel Human Hero

Do You Like Squirrels? -- Whenever The Unbeatable Squirrel Girl enters or attacks, create a 1/1 green Squirrel creature token.
I LOVE Squirrels! -- {1}{G}{G}{G}: Create X 1/1 green Squirrel creature tokens, where X is the number of Squirrels you control.

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ulvenwald Oddity** {2}{G}{G}

Creature -- Beast

Trample, haste
{5}{G}{G}: Transform this creature.

**4/4**

- - - BACK FACE - - -

**Ulvenwald Behemoth**

Creature -- Beast Horror

Trample, haste
Other creatures you control get +1/+1 and have trample and haste.

**8/8**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - j_money10 - Pioneer v3 Group 36E952 (Fblthp, the Lost, Incubation/Incongr** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Yavimaya Coast

Land

{T}: Add {C}.
{T}: Add {G} or {U}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Caelorna, Coral Tyrant (1)(U)

Legendary Creature -- Octopus

[sideboard]

**0/8**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Elder Gargaroth (3)(G)(G)

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

## Haywire Mite (1)

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Keen-Eyed Curator (G)(G)

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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kraul Harpooner {1}{G}

Creature -- Insect Warrior

Reach
Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Setessan Petitioner {1}{G}{G}

Creature -- Human Druid

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]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Surrak, Elusive Hunter {2}{G}

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**4/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thrun, Breaker of Silence {3}{G}{G}

Legendary Creature -- Troll Shaman

This spell can't be countered.
Trample
Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control.
During your turn, Thrun has indestructible.

[sideboard]

**5/5**

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## Unable to Scream (U)

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

[sideboard]

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