Akoum Hellhound (R)

Creature -- Elemental Dog

Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Brushfire Elemental (R)(G)

Creature -- Elemental

Haste
This creature can't be blocked by creatures with power 2 or less.
Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

1/1

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Cleansing Wildfire {1}{R}

Sorcery

Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Druid Class {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Landfall -- Whenever a land you control enters, you gain 1 life.
{2}{G}: Level 2
You may play an additional land on each of your turns.
{4}{G}: Level 3
When this Class becomes level 3, target land you control becomes a creature with haste and "This creature's power and toughness are each equal to the number of lands you control." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Remmerio - FreeForm (Artisan Realms: Party) sheet 3/10 - 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

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gate to Manorborn

Land -- Forest Gate

({T}: Add {G}.)
Gate to Manorborn enters the battlefield tapped.
{3}{G}, {T}: Seek a nonland card. Activate only once.

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.

Gate to Tumbledown

Land -- Mountain Gate

({T}: Add {R}.)
Gate to Tumbledown enters the battlefield tapped.
{3}{R}, {T}: Seek a nonland card. Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kazandu Stomper {5}{G}

Creature -- Beast

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
When this creature enters, return up to two lands you control to their owner's hand.

6/5

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Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rabid Bite {1}{G}

Sorcery

Target creature you control deals damage equal to its power to target creature you don't control.

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Sorcery

Target creature you control deals damage equal to its power to target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reclaim the Wastes {G}

Sorcery

Kicker {3} (You may pay an additional {3} as you cast this spell.)
Search your library for a basic land card, reveal it, put it into your hand, then shuffle. If this spell was kicked, search your library for two basic land cards instead of one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Roiling Regrowth {2}{G}

Instant

Sacrifice a land. Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

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Instant

Sacrifice a land. Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

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Instant

Sacrifice a land. Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skyclave Pick-Axe {G}

Artifact -- Equipment

When this Equipment enters, attach it to target creature you control. Landfall -- Whenever a land you control enters, equipped creature gets +2/+2 until end of turn. Equip {2}{G} ({2}{G}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this Equipment enters, attach it to target creature you control. Landfall -- Whenever a land you control enters, equipped creature gets +2/+2 until end of turn. Equip {2}{G} ({2}{G}: Attach to target creature you control. Equip only as a sorcery.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Territorial Scythecat {2}{G}

Creature -- Cat

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.

2/1

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Territorial Scythecat 2G

Creature -- Cat

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Territorial Scythecat 2G

Creature -- Cat

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unexpected Windfall 2RR

Instant

As an additional cost to cast this spell, discard a card.
Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

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Instant

As an additional cost to cast this spell, discard a card.
Draw two cards and create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bala Ged Recovery 2G

Sorcery

Return target card from your graveyard to your hand.

[sideboard]

- - - BACK FACE - - -

Bala Ged Sanctuary

Land

This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bala Ged Recovery 2G

Sorcery

Return target card from your graveyard to your hand.

[sideboard]

- - - BACK FACE - - -

Bala Ged Sanctuary

Land

This land enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cinderclasm 1R

Instant

Kicker {R} (You may pay an additional {R} as you cast this spell.)
Cinderclasm deals 1 damage to each creature. If it was kicked, it deals 2 damage to each creature instead.

[sideboard]

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Cinderclasm 1R

Instant

Kicker {R} (You may pay an additional {R} as you cast this spell.)
Cinderclasm deals 1 damage to each creature. If it was kicked, it deals 2 damage to each creature instead.

[sideboard]

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Jaheira, Harper Emissary 1G

Legendary Creature -- Human Elf Druid

Specialize {2}
Hexproof from artifacts and enchantments

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magic Missile 1RR

Sorcery

This spell can't be countered.
Magic Missile deals 3 damage divided as you choose among one, two, or three targets.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magic Missile 1RR

Sorcery

This spell can't be countered.
Magic Missile deals 3 damage divided as you choose among one, two, or three targets.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scale the Heights 2G

Sorcery

Put a +1/+1 counter on up to one target creature. You gain 2 life.
You may play an additional land this turn.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

You Find Some Prisoners 1R

Instant

Choose one --
* Break Their Chains -- Destroy target artifact.
* Interrogate Them -- Exile the top three cards of target opponent's library. Choose one of them. Until the end of your next turn, you may play that card, and you may spend mana as though it were mana of any color to cast it.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

You Happen On a Glade 2G

Instant

Choose one --
* Journey On -- Search your library for up to two basic land cards, reveal them, put them into your hand, then shuffle.
* Make Camp -- Return target permanent card from your graveyard to your hand.

[sideboard]

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You Line Up the Shot (G)

Instant

Choose one --
* Aim for the Wyvern -- Conjure a card named Plummet into your hand.
* Aim for the Cursed Amulet -- Conjure a card named Naturalize into your hand.
* Fire a Warning Shot -- Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

You Line Up the Shot (G)

Instant

Choose one --
* Aim for the Wyvern -- Conjure a card named Plummet into your hand.
* Aim for the Cursed Amulet -- Conjure a card named Naturalize into your hand.
* Fire a Warning Shot -- Draw a card.

[sideboard]

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Instant

Choose one --
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