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

Bristly Bill, Spine Sower {1}{G}

Legendary Creature -- Plant Druid

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.
{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Plant Druid

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{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bushwhack {G}

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bushwhack {G}

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthbender Ascension {2}{G}

Enchantment

When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.

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.

Earthbender Ascension 2G

Enchantment

When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Earthbender Ascension 2G

Enchantment

When this enchantment enters, earthbend 2. Then search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
Landfall -- Whenever a land you control enters, put a quest counter on this enchantment. When you do, if it has four or more quest counters on it, put a +1/+1 counter on target creature you control. It gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Epic Fight 2G

Sorcery

Choose one or both --
* Double target creature's power and toughness until end of turn.
* Target creature you control fights target creature an opponent controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Icetill Explorer (2)(G)(G)

Creature -- Insect Scout

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mightform Harmonizer (2)(G)(G)

Creature -- Insect Druid

Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.
Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mossborn Hydra (2)(G)

Creature -- Elemental Hydra

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

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ordeal of Nylea (1)(G)

Enchantment -- Aura

Enchant creature
Whenever enchanted creature attacks, put a +1/+1 counter on it. Then if it has three or more +1/+1 counters on it, sacrifice this Aura.
When you sacrifice this Aura, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Planar Engineering {3}{G}

Sorcery

Sacrifice two lands. Search your library for four basic land cards, put them onto the battlefield tapped, then shuffle.

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Planar Engineering {3}{G}

Sorcery

Sacrifice two lands. Search your library for four basic land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ride the Shoopuf {1}{G}

Enchantment

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control.
{5}{G}{G}: This enchantment becomes a 7/7 Beast creature in addition to its other types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Royal Treatment {G}

Instant

Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smuggler's Surprise {G}

Instant

Spree (Choose one or more additional costs.)
+ {2} -- Mill four cards. You may put up to two creature and/or land cards from among the milled cards into your hand.
+ {4}{G} -- You may put up to two creature cards from your hand onto the battlefield.
+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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+ {1} -- Creatures you control with power 4 or greater gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springbloom Druid {2}{G}

Creature -- Elf Druid

When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

1/1

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Creature -- Elf Druid

When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

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Tifa Lockhart 1G

Legendary Creature -- Human Monk

Trample
Landfall -- Whenever a land you control enters, double Tifa Lockhart's power until end of turn.

1/2

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bushwhack G

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bushwhack G

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* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Mono-Green Landfall (Traditional Standard R sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Glacier Godmaw {5}{G}{G}

Creature -- Leviathan

Trample
When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")
Landfall -- Whenever a land you control enters, creatures you control get +1/+1 and gain vigilance and haste until end of turn.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunter's Talent {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.
{1}{G}: Level 2
Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.
{3}{G}: Level 3
At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunter's Talent {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.
{1}{G}: Level 2
Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.
{3}{G}: Level 3
At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innkeeper's Talent {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pull Through the Weft {3}{G}{G}

Sorcery

Return up to two target nonland permanent cards from your graveyard to your hand, then return up to two target land cards from your graveyard to the battlefield tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ride the Shoopuf {1}{G}

Enchantment

Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature you control.
{5}{G}{G}: This enchantment becomes a 7/7 Beast creature in addition to its other types.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sazh's Chocobo {G}

Creature -- Bird

Landfall -- Whenever a land you control enters, put a +1/+1 counter on this creature.

[sideboard]

0/1

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Sazh's Chocobo (G)

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[sideboard]

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Snakeskin Veil (G)

Instant

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[sideboard]

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