Allosaurus Shepherd {G}

Creature -- Elf Shaman

This spell can't be countered.
Green spells you control can't be countered.
{4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Signet {2}

Artifact

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archdruid's Charm {G}{G}{G}

Instant

Choose one --
* Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
* Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
* Exile target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Archway

Land -- Desert

This land enters tapped.
When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Atraxa's Fall {1}{G}

Sorcery

Destroy target artifact, battle, enchantment, or creature with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Banner of Kinship {5}

Artifact

As this artifact enters, choose a creature type. This artifact enters with a fellowship counter on it for each creature you control of the chosen type.
Creatures you control of the chosen type get +1/+1 for each fellowship counter on this artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beast Within {2}{G}

Instant

Destroy target permanent. Its controller creates a 3/3 green Beast creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Call Damage Control (1)(G)

Sorcery

Choose up to two. Return those cards from your graveyard to your hand.
* Target artifact card.
* Target creature card.
* Target enchantment card.
* Target land card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chatterstorm (1)(G)

Sorcery

Create a 1/1 green Squirrel creature token.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chromatic Star (1)

Artifact

{1}, {T}, Sacrifice this artifact: Add one mana of any color.
When this artifact is put into a graveyard from the battlefield, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collective Resistance (1)(G)

Instant

Escalate {G} (Pay this cost for each mode chosen beyond the first.)
Choose one or more --
* Destroy target artifact.
* Destroy target enchantment.
* Target creature gains hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colossal Majesty (2)(G)

Enchantment

At the beginning of your upkeep, if you control a creature with power 4 or greater, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commune with Beavers (G)

Sorcery

Look at the top three cards of your library. You may reveal an artifact, creature, or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Cryptolith Rite {1}{G}

Enchantment

Creatures you control have "{T}: Add one mana of any color."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cultivate {2}{G}

Sorcery

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defend the Rider {G}

Instant

Choose one --
* Target permanent you control gains hexproof and indestructible until end of turn.
* Create a 1/1 colorless Pilot creature token with "This token saddles Mounts and crews Vehicles as though its power were 2 greater."

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

Emerald Medallion {2}

Artifact

Green spells you cast cost {1} less to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explore {1}{G}

Sorcery

You may play an additional land this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fanatic of Rhonas

Token Creature -- Zombie Snake Druid

{T}: Add {G}.
Ferocious -- {T}: Add {G}{G}{G}{G}. Activate only if you control a creature with power 4 or greater.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Garruk's Uprising {2}{G}

Enchantment

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.
Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)
Whenever a creature you control with power 4 or greater enters, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harmonize {2}{G}{G}

Sorcery

Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harrow {2}{G}

Instant

As an additional cost to cast this spell, sacrifice a land.
Search your library for up to two basic land cards, put them onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herd Heirloom {1}{G}

Artifact

{T}: Add one mana of any color. Spend this mana only to cast a creature spell.
{T}: Until end of turn, target creature you control with power 4 or greater gains trample and "Whenever this creature deals combat damage to a player, draw a card."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heroic Intervention {1}{G}

Instant

Permanents you control gain hexproof and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honored Dreyleader {2}{G}

Creature -- Squirrel Warrior

Trample
When this creature enters, put a +1/+1 counter on it for each other Squirrel and/or Food you control.
Whenever another Squirrel or Food you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ilysian Caryatid {1}{G}

Creature -- Plant

{T}: Add one mana of any color. If you control a creature with power 4 or greater, add two mana of any one color instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kenrith's Transformation {1}{G}

Enchantment -- Aura

Enchant creature
When this Aura enters, draw a card.
Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. (It loses all other card types and creature types.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lembas {2}

Artifact -- Food

When this artifact enters, scry 1, then draw a card.
{2}, {T}, Sacrifice this artifact: You gain 3 life.
When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Greaves {2}

Artifact -- Equipment

Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)
Equip {0}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Stone {2}

Artifact

{T}: Add {C}.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Parallel Lives {3}{G}

Enchantment

If an effect would create one or more tokens under your control, it creates twice that many of those tokens instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patchwork Banner {3}

Artifact

As this artifact enters, choose a creature type.
Creatures you control of the chosen type get +1/+1.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Formation {1}{G}

Instant

Choose one --
* Destroy target creature with flying.
* Destroy target enchantment.
* Draw a card. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Preposterous Proportions {5}{G}{G}

Sorcery

Creatures you control get +10/+10 and gain vigilance until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Innkeeper {1}{G}

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Rampant Growth {1}{G}

Sorcery

Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raucous Audience {1}{G}

Creature -- Human Citizen

{T}: Add {G}. If you control a creature with power 4 or greater, add {G}{G} instead.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Return of the Wildspeaker {4}{G}

Instant

Choose one --
* Draw cards equal to the greatest power among non-Human creatures you control.
* Non-Human creatures you control get +3/+3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rishkar's Expertise {4}{G}{G}

Sorcery

Draw cards equal to the greatest power among creatures you control. You may cast a spell with mana value 5 or less from your hand without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rofellos, Llanowar Emissary {G}{G}

Legendary Creature -- Elf Druid

{T}: Add {G} for each Forest you control.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rune of Might {1}{G}

Enchantment -- Aura Rune

Enchant permanent
When this Aura enters, draw a card.
As long as enchanted permanent is a creature, it gets +1/+1 and has trample.
As long as enchanted permanent is an Equipment, it has "Equipped creature gets +1/+1 and has trample."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Season of Gathering {4}{G}{G}

Sorcery

Choose up to five {P} worth of modes. You may choose the same mode more than once.
{P} -- Put a +1/+1 counter on a creature you control. It gains vigilance and trample until end of turn.
{P}{P} -- Choose artifact or enchantment. Destroy all permanents of the chosen type.
{P}{P}{P} -- Draw cards equal to the greatest power among creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Second Harvest {2}{G}{G}

Instant

For each token you control, create a token that's a copy of that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - giandoblues - FreeForm (Chill Brawl IV) sheet 10/13 - 8 cards - 2.5 x 3.5 in each

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Shared Roots {1}{G}

Sorcery -- Lesson

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Ham, Peter Porker {1}{G}

Legendary Creature -- Spider Boar Hero

When Spider-Ham enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Animal May-Ham -- Other Spiders, Boars, Bats, Bears, Birds, Cats, Dogs, Frogs, Jackals, Lizards, Mice, Otters, Rabbits, Raccoons, Rats, Squirrels, Turtles, and Wolves you control get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squirrel Sovereign {1}{G}

Creature -- Squirrel Noble

Other Squirrels you control get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Fenrir {2}{G}

Enchantment Creature -- Saga Wolf

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Crescent Fang -- Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.
III -- Ecliptic Growl -- Draw a card if you control the creature with the greatest power or tied for the greatest power.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swiftfoot Boots {2}

Artifact -- Equipment

Equipped creature has hexproof and haste. (It can't be the target of spells or abilities your opponents control. It can attack and {T} no matter when it came under your control.)
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tamiyo's Safekeeping {G}

Instant

Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Great Henge {7}{G}{G}

Legendary Artifact

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
{T}: Add {G}{G}. You gain 2 life.
Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Hunter Maze

Land -- Sphere

This land enters tapped.
{T}: Add {G}.
{1}{G}, {T}, Sacrifice this land: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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The One Ring — 4

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Ten Rings — 8

Legendary Artifact

Your maximum hand size is ten.
At the beginning of your end step, if you have fewer than ten cards in hand, draw cards equal to the difference.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Unbeatable Squirrel Girl — 1GGG

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

Thornvault Forager — 1G

Creature -- Squirrel Ranger

{T}: Add {G}.
{T}, Forage: Add two mana in any combination of colors. (To forage, exile three cards from your graveyard or sacrifice a Food.)
{3}{G}, {T}: Search your library for a Squirrel card, reveal it, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thunderous Debut — 6GG

Sorcery

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Look at the top twenty cards of your library. You may reveal up to two creature cards from among them. If this spell was bargained, put the revealed cards onto the battlefield. Otherwise, put the revealed cards into your hand. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tippy-Toe, Terrific Partner — 3G

Legendary Creature -- Squirrel Hero

If you would create one or more tokens, instead create those tokens plus an additional Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
At the beginning of your end step, if you gained life this turn, draw a card.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Toski, Bearer of Secrets — 3G

Legendary Creature -- Squirrel

This spell can't be countered.
Indestructible
Toski attacks each combat if able.
Whenever a creature you control deals combat damage to a player, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tribute to the World Tree — GGG

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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Utopia Sprawl (G)

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valley Mightcaller (G)

Creature -- Frog Warrior

Trample
Whenever another Frog, Rabbit, Raccoon, or Squirrel you control enters, put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Virulent Emissary (G)

Creature -- Elf Assassin

Deathtouch
Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodland Champion (1)(G)

Creature -- Elf Scout

Whenever one or more tokens you control enter, put that many +1/+1 counters on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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