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

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

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

Craterhoof Behemoth {5}{G}{G}{G}

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thales - Pioneer v3 Group BEF0FD (Vastlands Scavenger, Titan of Industry) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Craterhoof Behemoth 5GGG

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5/5

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

Elvish Mystic G

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{T}: Add {G}.

1/1

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1/1

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Elvish Mystic G

Creature -- Elf Druid

{T}: Add {G}.

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thales - Pioneer v3 Group BEF0FD (Vastlands Scavenger, Titan of Industry) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thales - Pioneer v3 Group BEF0FD (Vastlands Scavenger, Titan of Industry) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

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

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnarled Professor (2)(G)(G)

Creature -- Treefolk Druid

Trample
When this creature enters, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thales - Pioneer v3 Group BEF0FD (Vastlands Scavenger, Titan of Industry) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Lair of the Hydra

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {G}.
{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Weaver

(card data unavailable)

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(card data unavailable)

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thales - Pioneer v3 Group BEF0FD (Vastlands Scavenger, Titan of Industry) sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

Llanowar Elves {G}

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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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tender Wildguide (1)(G)

Creature -- Possum Druid

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
{T}: Add one mana of any color.
{T}: Put a +1/+1 counter on this creature.

2/2

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2/2

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

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This spell costs {X} less to cast, where X is the greatest power among creatures you control.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titan of Industry (4)(G)(G)(G)

Creature -- Elemental

Reach, trample
When this creature enters, choose two --
* Destroy target artifact or enchantment.
* Target player gains 5 life.
* Create a 4/4 green Rhino Warrior creature token.
* Put a shield counter on a creature you control.

7/7

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.

Vastlands Scavenger (1)(G)(G)

Creature -- Bear Druid

Deathtouch
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

4/4

- - - OTHER FACE - - -

Bind to Life (4)(G)

Instant

Mill seven cards. Then put a creature card from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Bear Druid

Deathtouch
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This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

4/4

- - - OTHER FACE - - -

Bind to Life (4)(G)

Instant

Mill seven cards. Then put a creature card from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Conjuration (1)(G)(G)

Sorcery -- Lesson

Look at the top six cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. You gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Germination Practicum (3)(G)(G)

Sorcery -- Lesson

Put two +1/+1 counters on each creature you control.
Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heroic Intervention (1)(G)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Introduction to Annihilation (5)

Sorcery -- Lesson

Exile target nonland permanent. Its controller draws a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thales - Pioneer v3 Group BEF0FD (Vastlands Scavenger, Titan of Industry) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Origin of Metalbending (1)(G)

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn.
(Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Origin of Metalbending (1)(G)

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn.
(Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reclamation Sage (2)(G)

Creature -- Elf Shaman

When this creature enters, you may destroy target artifact or enchantment.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seismic Sense (G)

Sorcery -- Lesson

Look at the top X cards of your library, where X is the number of lands you control. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tail Swipe (G)

Instant

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tail Swipe (G)

Instant

Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Stone Brain (2)

Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Artifact

{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

[sideboard]

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True Ancestry {1}{G}

Sorcery -- Lesson

Return up to one target permanent card from your graveyard to your hand.
Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turn the Earth {G}

Instant

Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life.
Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turn the Earth {G}

Instant

Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life.
Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thales - Pioneer v3 Group BEF0FD (Vastlands Scavenger, Titan of Industry) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.