Airship Crash {2}{G}

Instant

Destroy target artifact, enchantment, or creature with flying.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Capital City

Land -- Town

{T}: Add {C}.
{1}, {T}: Add one mana of any color.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chocobo Kick {1}{G}

Sorcery

Kicker--Return a land you control to its owner's hand. (You may return a land you control to its owner's hand in addition to any other costs as you cast this spell.)
Target creature you control deals damage equal to its power to target creature an opponent controls. If this spell was kicked, the creature you control deals twice that much damage instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghalta, Primal Hunger {10}{G}{G}

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the total power of creatures you control.
Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grow from the Ashes {2}{G}

Sorcery

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Search your library for a basic land card, put it onto the battlefield, then shuffle. If this spell was kicked, instead search your library for two basic land cards, put them onto the battlefield, then shuffle.

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Gysahl Greens {1}{G}

Sorcery

Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."
Flashback {6}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."
Flashback {6}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jumbo Cactuar {5}{G}{G}

Creature -- Plant

10,000 Needles -- Whenever this creature attacks, it gets +9999/+0 until end of turn.

1/7

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

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{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loading Zone {3}{G}

Enchantment

If one or more counters would be put on a creature, Spacecraft, or Planet you control, twice that many of each of those kinds of counters are put on it instead.
Warp {G} (You may cast this card from your hand for its warp cost. Exile this enchantment at the beginning of the next end step, then you may cast it from exile on a later turn.)

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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

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Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)
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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ostrich-Horse (2)(G)

Creature -- Bird Horse

When this creature enters, mill three cards. You may put a land card from among them into your hand. If you don't, put a +1/+1 counter on this creature. (To mill three cards, put the top three cards of your library into your graveyard.)

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prishe's Wanderings (2)(G)

Instant

Search your library for a basic land card or Town card, put it onto the battlefield tapped, then shuffle. When you search your library this way, put a +1/+1 counter on target creature you control.

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

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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.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sidequest: Raise a Chocobo (1)(G)

Enchantment

When this enchantment enters, create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."
At the beginning of your first main phase, if you control four or more Birds, transform this enchantment.

- - - BACK FACE - - -

Black Chocobo

Creature -- Bird

When this permanent transforms into Black Chocobo, search your library for a land card, put it onto the battlefield tapped, then shuffle.
Landfall -- Whenever a land you control enters, Birds you control get +1/+0 until end of turn.

2/2

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Sidequest: Raise a Chocobo 1G

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stickytongue Sentinel 2G

Creature -- Frog Warrior

Reach
When this creature enters, return up to one other target permanent you control to its owner's hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Fat Chocobo 4G

Enchantment Creature -- Saga Bird

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after IV.)
I -- Wark -- Create a 2/2 green Bird creature token with "Whenever a land you control enters, this token gets +1/+0 until end of turn."
II, III, IV -- Kerplunk -- Creatures you control gain trample until end of turn.

4/4

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Summon: Fenrir 2G

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

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Summon: Fenir {2}{G}

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II -- Heavenward Howl -- When you next cast a creature spell this turn, that creature enters with an additional +1/+1 counter on it.
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3/2

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

Vivien Reid {3}{G}{G}

Legendary Planeswalker -- Vivien

[+1]: Look at the top four cards of your library. 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.
[-3]: Destroy target artifact, enchantment, or creature with flying.
[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Apothecary Stomper {4}{G}{G}

Creature -- Elephant

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature enters, choose one --
* Put two +1/+1 counters on target creature you control.
* You gain 4 life.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Biosynthic Burst {1}{G}

Instant

Put a +1/+1 counter on target creature you control. It gains reach, trample, and indestructible until end of turn. Untap it. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drix Fatemaker {3}{G}

Creature -- Drix Wizard

When this creature enters, put a +1/+1 counter on target creature.
Each creature you control with a +1/+1 counter on it has trample.
Warp {1}{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.)

[sideboard]

3/2

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Elfsworn Giant {3}{G}{G}

Creature -- Giant

Reach (This creature can block creatures with flying.)
Landfall -- Whenever a land you control enters, create a 1/1 green Elf Warrior creature token.

[sideboard]

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Larval Scoutlander {2}{G}

Artifact -- Spacecraft

When this Spacecraft enters, you may sacrifice a land or Lander. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.
Station (Tap another creature you control: Put charge counters equal to its power on this Spacecraft. Station only as a sorcery. It's an artifact creature at 7+.)
7+ | Flying

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

March of the World Ooze {3}{G}{G}{G}

Enchantment

Creatures you control have base power and toughness 6/6 and are Oozes in addition to their other types.
Whenever an opponent casts a spell, if it's not their turn, you create a 3/3 green Elephant creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Party Dude {G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, each player creates a Food token.
{1}{G}: Level 2
Whenever an artifact an opponent controls is put into a graveyard from the battlefield, draw a card.
{4}{G}: Level 3
Whenever one or more of your opponents are attacked, up to one target attacking creature gets +X/+X until end of turn, where X is the number of cards in your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plow Through {G}

Sorcery

Choose one --
* Target creature you control fights target creature an opponent controls. (Each deals damage equal to its power to the other.)
* Destroy target Vehicle.

[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

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

Rydia's Return {3}{G}{G}

Sorcery

Choose one --
* Creatures you control get +3/+3 until end of turn.
* Return up to two target permanent cards from your graveyard to your hand.

[sideboard]

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Shattered Wings (2)(G)

Sorcery

Destroy target artifact, enchantment, or creature with flying. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

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.)

[sideboard]

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