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

Ba Sing Se

Land

This land enters tapped unless you control a basic land.
{T}: Add {G}.
{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

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

Cavalier of Thorns {2}{G}{G}{G}

Creature -- Elemental Knight

Reach
When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.
When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.

5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SorryImSoTilted - Pioneer v3 Group 331449 (Storm the Festival, Elvish Mys 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.

Cavalier of Thorns 2GGG

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/6

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

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic G

Creature -- Elf Druid

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1/1

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

Emeritus of Abundance 2G

Creature -- Elf Druid

Vigilance
This creature enters prepared.
Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.

3/4

- - - OTHER FACE - - -

Regrowth 1G

Sorcery

Return target card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeritus of Abundance 2G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SorryImSoTilted - Pioneer v3 Group 331449 (Storm the Festival, Elvish Mys sheet 2/10 - 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

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Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiora, Behemoth Beckoner (2)(G/U)

Legendary Planeswalker -- Kiora

Whenever a creature you control with power 4 or greater enters, draw a card.
[-1]: Untap target permanent.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiora, Behemoth Beckoner (2)(G/U)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SorryImSoTilted - Pioneer v3 Group 331449 (Storm the Festival, Elvish Mys sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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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

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If you control two or more other lands, this land enters tapped.
{T}: Add {G}.
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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

Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

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Llanowar Elves (G)

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{T}: Add {G}.

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Llanowar Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Old-Growth Troll {G}{G}{G}

Creature -- Troll Warrior

Trample
When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"

4/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outcaster Trailblazer {2}{G}

Creature -- Human Druid

When this creature enters, add one mana of any color.
Whenever another creature you control with power 4 or greater enters, draw a card.
Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

4/2

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4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Storm the Festival 3GGG

Sorcery

Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.
Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulvenwald Oddity 2GG

Creature -- Beast

Trample, haste
{5}{G}{G}: Transform this creature.

4/4

- - - BACK FACE - - -

Ulvenwald Behemoth

Creature -- Beast Horror

Trample, haste
Other creatures you control get +1/+1 and have trample and haste.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Wolfwillow Haven {1}{G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.
{4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cityscape Leveler {8}

Artifact Creature -- Construct

Trample
When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.
Unearth {8}

[sideboard]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haywire Mite {1}

Artifact Creature -- Insect

When this creature dies, you gain 2 life.
{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Emergence {1}{G}

Sorcery

As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.
Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Emergence {1}{G}

Sorcery

As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.
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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrapshooter {1}{G}{G}

Creature -- Raccoon Archer

Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)
Reach
When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Surrak, Elusive Hunter 2G

Legendary Creature -- Human Warrior

This spell can't be countered.
Trample
Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/3

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Legendary Creature -- Human Warrior

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[sideboard]

4/3

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[sideboard]

4/3

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