## Ajani Vengeant — {2}{R}{W}

Legendary Planeswalker -- Ajani

[+1]: Target permanent doesn't untap during its controller's next untap step.
[-2]: Ajani deals 3 damage to any target and you gain 3 life.
[-7]: Destroy all lands target player controls.

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Anger — {3}{R}

Creature -- Incarnation

Haste
As long as this card is in your graveyard and you control a Mountain, creatures you control have haste.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Birds of Paradise — {G}

Creature -- Bird

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

**0/1**

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Creature -- Bird

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

**0/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Commercial District

Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Elvish Archdruid** {1}{G}{G}

Creature -- Elf Druid

Other Elf creatures you control get +1/+1.
{T}: Add {G} for each Elf you control.

**2/2**

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Creature -- Elf Druid

Other Elf creatures you control get +1/+1.
{T}: Add {G} for each Elf you control.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Elvish Visionary** {1}{G}

Creature -- Elf Shaman

When this creature enters, draw a card.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Fauna Shaman** 1G

Creature -- Elf Shaman

{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Shaman

{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.

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{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - gamma116 - FreeForm (Fantasy Standard Weekly)** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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**Forest**

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({T}: Add {G}.)

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**Forest**

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Inferno Titan** {4}{R}{R}

Creature -- Giant

{R}: This creature gets +1/+0 until end of turn.
Whenever this creature enters or attacks, it deals 3 damage divided as you choose among one, two, or three targets.

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Jungle Shrine**

Land

This land enters tapped.
{T}: Add {R}, {G}, or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - gamma116 - FreeForm (Fantasy Standard Weekly)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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**Lightning Bolt** (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

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}.

1/1

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Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - gamma116 - FreeForm (Fantasy Standard Weekly)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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## Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.
When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nissa, Resurgent Animist 2G

Legendary Creature -- Elf Scout

Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunpetal Grove

Land

This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control a Forest or a Plains.
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This land enters tapped unless you control a Forest or a Plains.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sylvan Ranger {1}{G}

Creature -- Elf Scout Ranger

When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Tolsimir, Midnight's Light** {2}{G}{W}{W}

Legendary Creature -- Elf Scout

Lifelink
When Tolsimir enters, create Voja Fenstalker, a legendary 5/5 green and white Wolf creature token with trample.
Whenever a Wolf you control attacks, if Tolsimir attacked this combat, target creature an opponent controls blocks that Wolf this combat if able.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Tranquil Frillback {2}{G}

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --
* Destroy target artifact or enchantment.
* Exile target player's graveyard.
* You gain 4 life.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Voja, Jaws of the Conclave {2}{R}{G}{W}

Legendary Creature -- Wolf

Vigilance, trample, ward {3}
Whenever Voja attacks, put X +1/+1 counters on each creature you control, where X is the number of Elves you control. Draw a card for each Wolf you control.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Back to Nature {1}{G}

Instant

Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Back to Nature {1}{G}

Instant

Destroy all enchantments.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Genesis {4}{G}

Creature -- Incarnation

At the beginning of your upkeep, if this creature is in your graveyard, you may pay {2}{G}. If you do, return target creature card from your graveyard to your hand.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glory {3}{W}{W}

Creature -- Incarnation

Flying
{2}{W}: Choose a color. Creatures you control gain protection from the chosen color until end of turn. Activate only if this card is in your graveyard.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Inferno Titan {4}{R}{R}

Creature -- Giant

{R}: This creature gets +1/+0 until end of turn.
Whenever this creature enters or attacks, it deals 3 damage divided as you choose among one, two, or three targets.

[sideboard]

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Leyline of Lifeforce {2}{G}{G}

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.
Creature spells can't be countered.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sarkhan Vol {2}{R}{G}

Legendary Planeswalker -- Sarkhan

[+1]: Creatures you control get +1/+1 and gain haste until end of turn.
[-2]: Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.
[-6]: Create five 4/4 red Dragon creature tokens with flying.

[sideboard]

**L 4**

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[sideboard]

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spore Frog {G}

Creature -- Frog

Sacrifice this creature: Prevent all combat damage that would be dealt this turn.

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sun Titan {4}{W}{W}

Creature -- Giant

Vigilance
Whenever this creature enters or attacks, you may return target permanent card with mana value 3 or less from your graveyard to the battlefield.

[sideboard]

**6/6**

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## Sylvan Safekeeper {G}

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tranquil Frillback {2}{G}

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --
* Destroy target artifact or enchantment.
* Exile target player's graveyard.
* You gain 4 life.

[sideboard]

**3/3**

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[sideboard]

**3/3**

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