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

Cavern of Souls

Land

As this land enters, choose a creature type.
{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Craterhoof Behemoth 5GGG

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 5GGG

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

Dwynen, Gilt-Leaf Daen 2GG

Legendary Creature -- Elf Warrior

Reach (This creature can block creatures with flying.)
Other Elf creatures you control get +1/+1.
Whenever Dwynen attacks, you gain 1 life for each attacking Elf you control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwynen's Elite 1G

Creature -- Elf Warrior

When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwynen's Elite 1G

Creature -- Elf Warrior

When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwynen's Elite 1G

Creature -- Elf Warrior

When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.

Dwynen's Elite {1}{G}

Creature -- Elf Warrior

When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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 - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Greenbelt Guardian (1)(G)

Creature -- Elf Ranger

{G}: Target creature gains trample until end of turn.
Exhaust -- {3}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greenbelt Guardian (1)(G)

Creature -- Elf Ranger

{G}: Target creature gains trample until end of turn.
Exhaust -- {3}{G}: Put three +1/+1 counters on this creature. (Activate each exhaust ability only once.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growing Rites of Itlimoc

Card

- - - OTHER FACE - - -

Growing Rites of Itlimoc

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.

Hidden Grotto

Land

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hidden Grotto

Land

When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}.
{1}, {T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperious Perfect 2G

Creature -- Elf Warrior

Other Elves you control get +1/+1.
{G}, {T}: Create a 1/1 green Elf Warrior creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperious Perfect 2G

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Other Elves you control get +1/+1.
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{G}, {T}: Create a 1/1 green Elf Warrior creature token.

2/2

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

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.

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

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.)

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.
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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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Tree City

Legendary Land

As Three Tree City enters, choose a creature type.
{T}: Add {C}.
{2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Three Tree City

Legendary Land

As Three Tree City enters, choose a creature type.
{T}: Add {C}.
{2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 6/10 - 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.

Topiary Lecturer (2)(G)

Creature -- Elf Druid

Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.)
{T}: Add an amount of {G} equal to this creature's power.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.)
{T}: Add an amount of {G} equal to this creature's power.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

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{T}: Add an amount of {G} equal to this creature's power.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Druid

Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.)
{T}: Add an amount of {G} equal to this creature's power.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyvar, the Pummeler (1)(G)(G)

Legendary Creature -- Elf Warrior

Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.
{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyvar, the Pummeler (1)(G)(G)

Legendary Creature -- Elf Warrior

Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.
{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.

3/3

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

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

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl sheet 7/10 - 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.

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

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

Wildborn Preserver {1}{G}

Creature -- Elf Archer

Flash (You may cast this spell any time you could cast an instant.)
Reach (This creature can block creatures with flying.)
Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildborn Preserver {1}{G}

Creature -- Elf Archer

Flash (You may cast this spell any time you could cast an instant.)
Reach (This creature can block creatures with flying.)
Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assert Perfection {1}{G}

Sorcery

Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to up to one target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assert Perfection {1}{G}

Sorcery

Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to up to one target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Assert Perfection {1}{G}

Sorcery

Target creature you control gets +1/+0 until end of turn. It deals damage equal to its power to up to one target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cease {1}{B/G}

Instant

Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card.

[sideboard]

- - - RIGHT HALF - - -

Desist {4}{G/W}{G/W}

Sorcery

Destroy all artifacts and enchantments.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.

Petrified Hamlet

Land

When this land enters, choose a land card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
Lands with the chosen name have "{T}: Add {C}."
{T}: Add {C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primeval Bounty 5G

Enchantment

Whenever you cast a creature spell, create a 3/3 green Beast creature token.
Whenever you cast a noncreature spell, put three +1/+1 counters on target creature you control.
Landfall -- Whenever a land you control enters, you gain 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reclamation Sage 2G

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

Scavenging Ooze 1G

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenging Ooze 1G

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Safewright 3GG

Creature -- Elf Warrior

Flash
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
When this creature enters, choose a creature type. Other permanents you control of that type gain hexproof and indestructible until end of turn.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Safewright 3GG

Creature -- Elf Warrior

Flash
Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
When this creature enters, choose a creature type. Other permanents you control of that type gain hexproof and indestructible until end of turn.

[sideboard]

4/2

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]

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.

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormkeld Vanguard {4}{G}{G}

Creature -- Giant Warrior

This creature can't be blocked by creatures with power 2 or less.

[sideboard]

6/7

- - - ADVENTURE - - -

Bear Down {1}{G}

Sorcery -- Adventure

Destroy target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.)

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."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deckl 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.