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| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |
| <div><div><b>Cavern of Souls</b></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cavern of Souls</b></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cavern of Souls</b></div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Citanul Stalwart</b><div>6</div></div><div>Creature -- Elf Druid Soldier</div><div>{T}, Tap an untapped artifact or creature you control: Add one mana of any color.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Citanul Stalwart</b> <span>(G)</span><br>Creature -- Elf Druid Soldier<br>{T}, Tap an untapped artifact or creature you control: Add one mana of any color.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cut Down</b> <span>(B)</span><br>Instant<br>Destroy target creature with total power and toughness 5 or less.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Cut Down</b> <span>(B)</span><br>Instant<br>Destroy target creature with total power and toughness 5 or less.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Cut Down</b> <span>(B)</span><br>Instant<br>Destroy target creature with total power and toughness 5 or less.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                               |
| <b>Cut Down</b> <span>(B)</span><br>Instant<br>Destroy target creature with total power and toughness 5 or less.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                              | <b>Dwynen's Elite</b> <span>(1)(G)</span><br>Creature -- Elf Warrior<br>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dwynen's Elite</b> <span>(1)(G)</span><br>Creature -- Elf Warrior<br>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elvish Archdruid</b> <span>(1)(G)(G)</span><br>Creature -- Elf Druid<br>Other Elf creatures you control get +1/+1.<br>{T}: Add {G} for each Elf you control.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Elvish Archdruid</b> 1GGG<br>Creature -- Elf Druid<br>Other Elf creatures you control get +1/+1.<br>{T}: Add {G} for each Elf you control.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Elvish Archdruid</b> 1GGG<br>Creature -- Elf Druid<br>Other Elf creatures you control get +1/+1.<br>{T}: Add {G} for each Elf you control.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                   | <b>Elvish Archdruid</b> 1GGG<br>Creature -- Elf Druid<br>Other Elf creatures you control get +1/+1.<br>{T}: Add {G} for each Elf you control.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fauna Shaman</b> 1G<br>Creature -- Elf Shaman<br>{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Fauna Shaman</b> 1G<br>Creature -- Elf Shaman<br>{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fauna Shaman</b> 1G<br>Creature -- Elf Shaman<br>{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                      | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                        |

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

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

$$(\{T\} : \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G G G

## Sorcery

Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G G G

Sorcery

Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X G G G

## Sorcery

Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



Creature -- Elf Druid

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



Creature -- Elf Druid

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

Creature -- Elf Druid

Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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| <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                          | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                          | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                          | <div>Llanowar Wastes</div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {B} or {G}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                          |
| <div>Overgrown Zealot 16</div> <div>Creature -- Elf Druid</div> <div>{T}: Add one mana of any color.<br/>{T}: Add two mana of any one color.<br/>Spend this mana only to turn permanents face up.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Overgrown Zealot 16</div> <div>Creature -- Elf Druid</div> <div>{T}: Add one mana of any color.<br/>{T}: Add two mana of any one color.<br/>Spend this mana only to turn permanents face up.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Overgrown Zealot 16</div> <div>Creature -- Elf Druid</div> <div>{T}: Add one mana of any color.<br/>{T}: Add two mana of any one color.<br/>Spend this mana only to turn permanents face up.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Overgrown Zealot 16</div> <div>Creature -- Elf Druid</div> <div>{T}: Add one mana of any color.<br/>{T}: Add two mana of any one color.<br/>Spend this mana only to turn permanents face up.</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <p><b>Surrak and Goreclaw</b> ④⑥⑥</p> <p>Legendary Creature -- Human Bear</p> <p>Trample<br/>Other creatures you control have trample.<br/>Whenever another nontoken creature you control enters, put a +1/+1 counter on it. It gains haste until end of turn.</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                            | <p><b>Three Tree City</b></p> <p>Legendary Land</p> <p>As Three Tree City enters, choose a creature type.<br/>{T}: Add {C}.<br/>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                       | <p><b>Three Tree City</b></p> <p>Legendary Land</p> <p>As Three Tree City enters, choose a creature type.<br/>{T}: Add {C}.<br/>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                       | <p><b>Three Tree City</b></p> <p>Legendary Land</p> <p>As Three Tree City enters, choose a creature type.<br/>{T}: Add {C}.<br/>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                       |
| <p><b>Tyvar, Jubilant Brawler</b> ①③⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste.<br/>[+1]: Untap up to one target creature.<br/>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tyvar, Jubilant Brawler</b> ①③⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste.<br/>[+1]: Untap up to one target creature.<br/>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tyvar, Jubilant Brawler</b> ①③⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste.<br/>[+1]: Untap up to one target creature.<br/>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tyvar, Jubilant Brawler</b> ①③⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>You may activate abilities of creatures you control as though those creatures had haste.<br/>[+1]: Untap up to one target creature.<br/>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <p><b>Tyvar, the Pummeler</b> ①⑥⑥</p> <p>Legendary Creature -- Elf Warrior</p> <p>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.</p> <p>{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Tyvar, the Pummeler</b> ①⑥⑥</p> <p>Legendary Creature -- Elf Warrior</p> <p>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.</p> <p>{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</p> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Wildborn Preserver</b> ①⑥</p> <p>Creature -- Elf Archer</p> <p>Flash (You may cast this spell any time you could cast an instant.)</p> <p>Reach (This creature can block creatures with flying.)</p> <p>Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Wildborn Preserver</b> ①⑥</p> <p>Creature -- Elf Archer</p> <p>Flash (You may cast this spell any time you could cast an instant.)</p> <p>Reach (This creature can block creatures with flying.)</p> <p>Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Assassin's Trophy</b> ②⑥</p> <p>Instant</p> <p>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                              | <p><b>Assassin's Trophy</b> ②⑥</p> <p>Instant</p> <p>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                              | <p><b>Duress</b> ②</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                       | <p><b>Duress</b> ②</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                       |

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

First strike, deathtouch  
Whenever Glissa Sunslayer deals  
combat damage to a player, choose  
one --

- \* You draw a card and lose 1 life.
- \* Destroy target enchantment.
- \* Remove up to three counters from  
target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/3

② ⑥

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**2/1**

2 G

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

When this creature enters, choose one or more --

- \* Return target card you own in exile that has an Adventure to your hand.
- \* Put target card you don't own in exile that has an Adventure on the bottom of its owner's library.
- \* Exile target player's graveyard.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

When this creature enters, choose one or more --

- \* Return target card you own in exile that has an Adventure to your hand.
- \* Put target card you don't own in exile that has an Adventure on the bottom of its owner's library.
- \* Exile target player's graveyard.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

This spell can't be countered.  
Trample  
Thrun can't be the target of  
nongreen spells your opponents  
control or abilities from nongreen  
sources your opponents control.  
During your turn, Thrun has  
indestructible.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Thrun, Breaker of Silence</b> <span>3GG</span> </div> <div>           Legendary Creature -- Troll Shaman         </div> <div> <p>             This spell can't be countered.<br/>             Trample<br/>             Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control.<br/>             During your turn, Thrun has indestructible.           </p> <p>[sideboard]</p> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Vivien Reid</b> <span>3GG</span> </div> <div>           Legendary Planeswalker -- Vivien         </div> <div> <p>             [+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.<br/>             [-3]: Destroy target artifact, enchantment, or creature with flying.<br/>             [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."           </p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Vivien Reid</b> <span>3GG</span> </div> <div>           Legendary Planeswalker -- Vivien         </div> <div> <p>             [+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.<br/>             [-3]: Destroy target artifact, enchantment, or creature with flying.<br/>             [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."           </p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |  |
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