

Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestrycycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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5 G

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5/7

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② ⑥

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

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2 G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masked Vandal 1 G Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nyxborn Hydra X G Enchantment Creature -- Hydra Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nyxborn Hydra X G Enchantment Creature -- Hydra Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nyxborn Hydra X G Enchantment Creature -- Hydra Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Sagu Wildling 46 Creature -- Dragon Flying When this creature enters, you gain 3 life. 3/3 ----- ADVENTURE ----- Roost Seek 6 Sorcery -- Omen Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Timberwatch Elf 26 Creature -- Elf {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Timberwatch Elf 26 Creature -- Elf {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Timberwatch Elf 26 Creature -- Elf {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Timberwatch Elf 26 Creature -- Elf {T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wellwisher 16 Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wellwisher 16 Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wellwisher 16 Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② G

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

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① ⑥

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① B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Flying
Discard this card: Exile up to two target cards from graveyards.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Flying
Discard this card: Exile up to two
target cards from graveyards.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

Flying
Discard this card: Exile up to two
target cards from graveyards.

[sideboard]

2/2

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sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

Nylea's Disciple (2)(G)(G) Creature -- Centaur Archer When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nylea's Disciple (2)(G)(G) Creature -- Centaur Archer When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nylea's Disciple (2)(G)(G) Creature -- Centaur Archer When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.) [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pulse of Murasa (2)(G) Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pulse of Murasa (2)(G) Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pulse of Murasa (2)(G) Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scattershot Archer (G) Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scattershot Archer (G) Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vitu-Ghazi Inspector 16 Creature -- Elf Detective As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Reach When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vitu-Ghazi Inspector 16 Creature -- Elf Detective As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Reach When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vitu-Ghazi Inspector 16 Creature -- Elf Detective As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Reach When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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