

Acidic Slime 3GG Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arboreal Grazer G Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf G Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Archetype of Endurance GGG Enchantment Creature -- Boar Creatures you control have hexproof. Creatures your opponents control lose hexproof and can't have or gain hexproof. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Beastcaller Savant 1G Creature -- Elf Shaman Ally Haste {T}: Add one mana of any color. Spend this mana only to cast a creature spell. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beast Whisperer 2GG Creature -- Elf Druid Whenever you cast a creature spell, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise G Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bite Down 1G Instant Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bridgeworks Battle 26 Sorcery Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.) ----- BACK FACE ----- Tanglespan Bridgeworks Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bushwhack 6 Sorcery Choose one -- * Search your library for a basic land card, reveal it, put it into your hand, then shuffle. * Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cankerbloom 16 Creature -- Phyrexian Fungus {1}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caustic Caterpillar 6 Creature -- Insect {1}{G}, Sacrifice this creature: Destroy target artifact or enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cenote Scout 6 Creature -- Merfolk Scout When this creature enters, it explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on this creature, then put the card back or put it into your graveyard.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Copperhorn Scout 6 Creature -- Elf Scout Whenever this creature attacks, untap each other creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dawnglade Regent 566 Creature -- Elk When this creature enters, you become the monarch. As long as you're the monarch, permanents you control have hexproof. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Destiny Spinner 16 Enchantment Creature -- Human Creature and enchantment spells you control can't be countered. {3}{G}: Target land you control becomes an X/X Elemental creature with trample and haste until end of turn, where X is the number of enchantments you control. It's still a land. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devoted Druid 16 Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disciple of Freyalise 3666 Creature -- Elf Druid When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power. 3/3 ----- BACK FACE ----- Garden of Freyalise Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eladamri, Korvecdal 166 Legendary Creature -- Elf Warrior You may look at the top card of your library any time. You may cast creature spells from the top of your library. {G}, {T}, Tap two untapped creatures you control: Reveal a card from your hand or the top card of your library. If you reveal a creature card this way, put it onto the battlefield. Activate only during your turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elvish Pioneer 6 Creature -- Elf Druid When this creature enters, you may put a basic land card from your hand onto the battlefield tapped. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Visionary 16 Creature -- Elf Shaman When this creature enters, draw a card. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emerald Medallion 2 Artifact Green spells you cast cost {1} less to cast. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	End-Raze Forerunners 5666 Creature -- Boar Vigilance, trample, haste When this creature enters, other creatures you control get +2/+2 and gain vigilance and trample until end of turn. 7/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fauna Shaman 16 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 PLAYbotbox.dev	Fierce Empath 26 Creature -- Elf When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle. 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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$$(\{T\}: \text{Add } \{G\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

When this enchantment enters, if you control a creature with power 4 or greater, draw a card.

Creatures you control have trample. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

Whenever a creature you control with power 4 or greater enters, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Trample
ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
Other creatures you control have trample and ward {2}.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Put a +1/+1 counter, a reach counter, and a deathtouch counter on target creature. Untap it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flash (You may cast this spell any time you could cast an instant.)
Reach
When this creature enters, creatures target player controls get +2/+2 until end of turn. Untap them.

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whenever a nontoken creature you control enters, if it doesn't have the same name as another creature you control or a creature card in your graveyard, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flying, deathtouch
When this creature enters, create
four 1/1 green Insect creature
tokens with flying and deathtouch.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. If you control an Eldrazi, you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

(Gain the next level as a sorcery to add its ability.)

When this Class enters, target creature you control deals damage equal to its power to target creature you don't control.

{1}{G}: Level 2

Whenever you attack, target attacking creature gets +1/+0 and gains trample until end of turn.

{3}{G}: Level 3

At the beginning of your end step, if you control a creature with power 4 or greater, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Enchant creature
When this Aura enters, draw a card.
Enchanted creature loses all
abilities and is a green Elk
creature with base power and
toughness 3/3. (It loses all other
card types and creature types.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G G

When Kogla enters, it fights up to one target creature you don't control.
Whenever Kogla attacks, destroy target artifact or enchantment defending player controls.
{1}{G}: Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn.

7/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

GG

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

②

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Equipped creature has haste and
shroud. (It can't be the target of
spells or abilities.)
Equip {0}
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

When this creature enters, you may destroy target artifact. Artifacts your opponents control enter tapped.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monster Manual 36 Artifact -- Book {1}{G}, {T}: You may put a creature card from your hand onto the battlefield. ----- ADVENTURE ----- Zoological Study 26 Sorcery -- Adventure Mill five cards, then return a creature card milled this way to your hand. (Then exile this card. You may cast the artifact later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nullstone Gargoyle 9 Artifact Creature -- Gargoyle Flying Whenever the first noncreature spell of a turn is cast, counter that spell. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Outcaster Trailblazer 26 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overwhelming Stampede 366 Sorcery Until end of turn, creatures you control gain trample and get +X/+X, where X is the greatest power among creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Paradise Druid 16 Creature -- Elf Druid This creature has hexproof as long as it's untapped. (It can't be the target of spells or abilities your opponents control.) {T}: Add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pathrazer of Ulamog 11 Creature -- Eldrazi Annihilator 3 (Whenever this creature attacks, defending player sacrifices three permanents of their choice.) This creature can't be blocked except by three or more creatures. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plaza of Heroes Land {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a legendary spell. {T}: Add one mana of any color among legendary permanents you control. {3}, {T}, Exile this land: Target legendary creature gains hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania 16 Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G G

When this creature enters, draw a card for each green creature you control.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

{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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

{T}: You may put a land card from your hand onto the battlefield. Activate only as a sorcery.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Trample
Whenever another nontoken creature
you control enters, you may draw a
card.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

sheet 11/13 - 8 cards - 2.5 x 3.5 in each

Springheart Nantuko 1 G Enchantment Creature -- Insect Monk Bestow {1}{G} Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Terastodon G G G Creature -- Elephant When this creature enters, you may destroy up to three target noncreature permanents. For each permanent put into a graveyard this way, its controller creates a 3/3 green Elephant creature token. 9/9 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tribute to the World Tree G G G Enchantment Whenever a creature you control enters, draw a card if its power is 3 or greater. Otherwise, put two +1/+1 counters on it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Trickster's Elk 2 G Enchantment Creature -- Elk Bestow {1}{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.) Enchanted creature loses all abilities and is a green Elk creature with base power and toughness 3/3. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ulamog's Crusher 8 Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	War Room Land {T}: Add {C}. {3}, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Growth G Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wirewood Symbiote G Creature -- Insect Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wood Elves (2)(G) Creature -- Elf Scout When this creature enters, search your library for a Forest card, put that card onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Woodfall Primus (5)(G)(G)(G) Creature -- Treefolk Shaman Trample When this creature enters, destroy target noncreature permanent. Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worldspine Wurm (8)(G)(G)(G) Creature -- Wurm Trample When this creature dies, create three 5/5 green Wurm creature tokens with trample. When Worldspine Wurm is put into a graveyard from anywhere, shuffle it into its owner's library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Zopandrel, Hunger Dominus (5)(G)(G) Legendary Creature -- Phyrexian Horror Reach At the beginning of each combat, double the power and toughness of each creature you control until end of turn. {G/P}{G/P}, Sacrifice two other creatures: Put an indestructible counter on Zopandrel. ({G/P} can be paid with either {G} or 2 life.) 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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