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| <p><b>Birchlore Rangers</b> <span>(G)</span></p> <p>Creature -- Elf Druid Ranger</p> <p>Tap two untapped Elves you control:<br/>Add one mana of any color.<br/>Morph {G} (You may cast this card<br/>face down as a 2/2 creature for {3}.<br/>Turn it face up any time for its<br/>morph cost.)</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Birchlore Rangers</b> <span>(G)</span></p> <p>Creature -- Elf Druid Ranger</p> <p>Tap two untapped Elves you control:<br/>Add one mana of any color.<br/>Morph {G} (You may cast this card<br/>face down as a 2/2 creature for {3}.<br/>Turn it face up any time for its<br/>morph cost.)</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Birchlore Rangers</b> <span>(G)</span></p> <p>Creature -- Elf Druid Ranger</p> <p>Tap two untapped Elves you control:<br/>Add one mana of any color.<br/>Morph {G} (You may cast this card<br/>face down as a 2/2 creature for {3}.<br/>Turn it face up any time for its<br/>morph cost.)</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Birchlore Rangers</b> <span>(G)</span></p> <p>Creature -- Elf Druid Ranger</p> <p>Tap two untapped Elves you control:<br/>Add one mana of any color.<br/>Morph {G} (You may cast this card<br/>face down as a 2/2 creature for {3}.<br/>Turn it face up any time for its<br/>morph cost.)</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Distant Melody</b> <span>(3)(U)</span></p> <p>Sorcery</p> <p>Choose a creature type. Draw a card<br/>for each permanent you control of<br/>that type.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                       | <p><b>Distant Melody</b> <span>(3)(U)</span></p> <p>Sorcery</p> <p>Choose a creature type. Draw a card<br/>for each permanent you control of<br/>that type.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                       | <p><b>Distant Melody</b> <span>(3)(U)</span></p> <p>Sorcery</p> <p>Choose a creature type. Draw a card<br/>for each permanent you control of<br/>that type.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                       | <p><b>Distant Melody</b> <span>(3)(U)</span></p> <p>Sorcery</p> <p>Choose a creature type. Draw a card<br/>for each permanent you control of<br/>that type.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                       |

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| <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Elvish Visionary</div><div>16</div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elvish Visionary</div><div>16</div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Forest</div><div></div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div>Ivy Lane Denizen36</div> <div>Creature -- Elf Warrior</div> <div>Whenever another green creature you control enters, put a +1/+1 counter on target creature.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Ivy Lane Denizen36</div> <div>Creature -- Elf Warrior</div> <div>Whenever another green creature you control enters, put a +1/+1 counter on target creature.</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Elves6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Elves6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Elves6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    |

**G**

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

1/1

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2 G

Reach  
Whenever you cast an Elf spell, you may have this creature deal 2 damage to target creature with flying.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G G

Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

This creature doesn't untap during your untap step.  
Whenever you cast a green spell, you may untap this creature.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

This creature doesn't untap during your untap step.  
Whenever you cast a green spell, you may untap this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 5/10 - 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.

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| <b>Nettle Sentinel</b> ⑥<br>Creature -- Elf Warrior<br>This creature doesn't untap during your untap step.<br>Whenever you cast a green spell, you may untap this creature.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Nettle Sentinel</b> ⑥<br>Creature -- Elf Warrior<br>This creature doesn't untap during your untap step.<br>Whenever you cast a green spell, you may untap this creature.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Priest of Titania</b> ①⑥<br>Creature -- Elf Druid<br>{T}: Add {G} for each Elf on the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      | <b>Priest of Titania</b> ①⑥<br>Creature -- Elf Druid<br>{T}: Add {G} for each Elf on the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      |
| <b>Priest of Titania</b> ①⑥<br>Creature -- Elf Druid<br>{T}: Add {G} for each Elf on the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                       | <b>Priest of Titania</b> ①⑥<br>Creature -- Elf Druid<br>{T}: Add {G} for each Elf on the battlefield.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                       | <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Quirion Ranger</div><div>⑥</div></div><div>Creature -- Elf Ranger</div><div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Quirion Ranger</div><div>⑥</div></div><div>Creature -- Elf Ranger</div><div>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sylvan Ranger</div><div>①⑥</div></div><div>Creature -- Elf Scout Ranger</div><div>When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sylvan Ranger</div><div>①⑥</div></div><div>Creature -- Elf Scout Ranger</div><div>When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Timberwatch Elf</div><div>②⑥</div></div><div>Creature -- Elf</div><div>{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Timberwatch Elf</div><div>②⑥</div></div><div>Creature -- Elf</div><div>{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Timberwatch Elf</div><div>②⑥</div></div><div>Creature -- Elf</div><div>{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div><div>Timberwatch Elf</div><div>②⑥</div></div><div>Creature -- Elf</div><div>{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    |

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| <div><div>Ulamog's Crusher</div><div>8</div></div> <div><div>Creature -- Eldrazi</div><div>Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)<br/>This creature attacks each combat if able.</div><div>8/8</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div>Wellwisher</div><div>16</div></div> <div><div>Creature -- Elf</div><div>{T}: You gain 1 life for each Elf on the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Wellwisher</div><div>16</div></div> <div><div>Creature -- Elf</div><div>{T}: You gain 1 life for each Elf on the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                              | <div><div>Wellwisher</div><div>16</div></div> <div><div>Creature -- Elf</div><div>{T}: You gain 1 life for each Elf on the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 |
| <div><div>Gleeful Sabotage</div><div>16</div></div> <div><div>Sorcery</div><div>Destroy target artifact or enchantment.<br/>Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gleeful Sabotage</div><div>16</div></div> <div><div>Sorcery</div><div>Destroy target artifact or enchantment.<br/>Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gleeful Sabotage</div><div>16</div></div> <div><div>Sorcery</div><div>Destroy target artifact or enchantment.<br/>Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Moment's Peace</div><div>16</div></div> <div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**Playtest cards - slade8283 - Pauper (Pauper Daily Swiss)** sheet 9/10 - 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.

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| <div><div>Thermokarst<div>1GG</div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thermokarst<div>1GG</div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wellwisher<div>1G</div></div><div>Creature -- Elf</div><div>{T}: You gain 1 life for each Elf on the battlefield.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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