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| <b>Abzan Ascendancy</b> (W)(B)(G)<br><hr/> Enchantment<br><hr/> <p>When this enchantment enters, put a +1/+1 counter on each creature you control.<br/>Whenever a nontoken creature you control dies, create a 1/1 white Spirit creature token with flying.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Beastcaller Savant</b> (1)(G)<br><hr/> Creature -- Elf Shaman Ally<br><hr/> <p>Haste<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Beastcaller Savant</b> (1)(G)<br><hr/> Creature -- Elf Shaman Ally<br><hr/> <p>Haste<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Beastcaller Savant</b> (1)(G)<br><hr/> Creature -- Elf Shaman Ally<br><hr/> <p>Haste<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <b>Beastcaller Savant</b> (1)(G)<br><hr/> Creature -- Elf Shaman Ally<br><hr/> <p>Haste<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <b>Blighted Steppe</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/>{3}{W}, {T}, Sacrifice this land:<br/>You gain 2 life for each creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                       | <b>Caves of Koilos</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                      | <b>Caves of Koilos</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                      |

Playtest cards - Pau11er\_the\_Ba11er - Standard (Standard Daily Swiss)

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.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                                                                                            |
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| <div> <b>Collected Company</b> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       | <div> <b>Collected Company</b> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       | <div> <b>Collected Company</b> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Collected Company</b> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Drana, Liberator of Malakir</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>           Legendary Creature -- Vampire Ally         </div> <div> <p>Flying, first strike<br/>Whenever Drana deals combat damage to a player, put a +1/+1 counter on each attacking creature you control.</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Drana, Liberator of Malakir</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>           Legendary Creature -- Vampire Ally         </div> <div> <p>Flying, first strike<br/>Whenever Drana deals combat damage to a player, put a +1/+1 counter on each attacking creature you control.</p> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Dwynen's Elite</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Elf Warrior         </div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               | <div> <b>Dwynen's Elite</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Elf Warrior         </div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                               |

Playtest cards - Pau11er\_the\_Ba11er - Standard (Standard Daily Swiss)

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;

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Dwynen's Elite</div><div><div>16</div></div><div>Creature -- Elf Warrior</div><div>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dwynen's Elite</div><div><div>16</div></div><div>Creature -- Elf Warrior</div><div>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elvish Visionary</div><div><div>16</div></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><div>16</div></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><div>16</div></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><div>16</div></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>Fleshbag Marauder</div><div><div>2B</div></div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a creature of their choice.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fleshbag Marauder</div><div><div>2B</div></div><div>Creature -- Zombie Warrior</div><div>When this creature enters, each player sacrifices a creature of their choice.</div><div>3/1</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>Gnarlroot Trapper</div> <div>Creature -- Elf Druid</div> <div>{T}, Pay 1 life: Add {G}. Spend this mana only to cast an Elf creature spell.<br/>{T}: Target attacking Elf you control gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gnarlroot Trapper</div> <div>Creature -- Elf Druid</div> <div>{T}, Pay 1 life: Add {G}. Spend this mana only to cast an Elf creature spell.<br/>{T}: Target attacking Elf you control gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gnarlroot Trapper</div> <div>Creature -- Elf Druid</div> <div>{T}, Pay 1 life: Add {G}. Spend this mana only to cast an Elf creature spell.<br/>{T}: Target attacking Elf you control gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Gnarlrroot Trapper</b> <span style="border: 1px solid black; border-radius: 50%; padding: 2px;">B</span><br>Creature -- Elf Druid<br><br>{T}, Pay 1 life: Add {G}. Spend this mana only to cast an Elf creature spell.<br>{T}: Target attacking Elf you control gains deathtouch until end of turn. (Any amount of damage it deals to a creature is enough to destroy it.)<br><br><div style="border: 1px solid black; display: inline-block; padding: 2px;">1/1</div><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Llanowar Wastes</b><br>Land<br><br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Llanowar Wastes</b><br>Land<br><br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Llanowar Wastes</b><br>Land<br><br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Llanowar Wastes</b><br>Land<br><br>{T}: Add {C}.<br>{T}: Add {B} or {G}. This land deals 1 damage to you.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                          | <b>Sandsteppe Citadel</b><br>Land<br><br>This land enters tapped.<br>{T}: Add {W}, {B}, or {G}.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev              | <b>Sandsteppe Citadel</b><br>Land<br><br>This land enters tapped.<br>{T}: Add {W}, {B}, or {G}.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev              | <b>Sandsteppe Citadel</b><br>Land<br><br>This land enters tapped.<br>{T}: Add {W}, {B}, or {G}.<br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev              |

Playtest cards - Pau11er\_the\_Ba11er - Standard (Standard Daily Swiss)

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Sandsteppe Citadel</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W}, {B}, or {G}.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                | <div>Shaman of the Pack 1B G</div> <div>Creature -- Elf Shaman</div> <div>When this creature enters, target opponent loses life equal to the number of Elves you control.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                           | <div>Shaman of the Pack 1B G</div> <div>Creature -- Elf Shaman</div> <div>When this creature enters, target opponent loses life equal to the number of Elves you control.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Shaman of the Pack 1B G</div> <div>Creature -- Elf Shaman</div> <div>When this creature enters, target opponent loses life equal to the number of Elves you control.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Shaman of the Pack 1B G</div> <div>Creature -- Elf Shaman</div> <div>When this creature enters, target opponent loses life equal to the number of Elves you control.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Shambling Vent</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {B}.<br/>{1}{W}{B}: Until end of turn, this land becomes a 2/3 white and black Elemental creature with lifelink.<br/>It's still a land.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Siege Rhino 1W B G</div> <div>Creature -- Rhino</div> <div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                    | <div>Siege Rhino 1W B G</div> <div>Creature -- Rhino</div> <div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                    |

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| <div><div>Siege Rhino</div><div><div>1</div><div>W</div><div>B</div><div>G</div></div><div>Creature -- Rhino</div><div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Siege Rhino</div><div><div>1</div><div>W</div><div>B</div><div>G</div></div><div>Creature -- Rhino</div><div>Trample<br/>When this creature enters, each opponent loses 3 life and you gain 3 life.</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**B**

Whenever this creature attacks, each opponent who doesn't control an Elf loses 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Whenever this creature attacks, each opponent who doesn't control an Elf loses 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Whenever this creature attacks, each opponent who doesn't control an Elf loses 1 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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Whenever this creature attacks, each
opponent who doesn't control an Elf
loses 1 life.
```

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W B G

When this enchantment enters, put a +1/+1 counter on each creature you control.

Whenever a nontoken creature you control dies, create a 1/1 white Spirit creature token with flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W B G

When this enchantment enters, put a +1/+1 counter on each creature you control.

Whenever a nontoken creature you control dies, create a 1/1 white Spirit creature token with flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this creature enters, you gain 3 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand. You choose a creature or planeswalker card from it. That player discards that card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Target opponent reveals their hand.  
You choose a creature or  
planeswalker 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 creature or planeswalker 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

(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

2GG

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Non-Elf creatures get -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Non-Elf creatures get -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

Non-Elf creatures get -2/-2 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div><div><b>Murderous Cut</b><div><div>4</div><div>B</div></div></div><div>Instant</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Destroy target creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><b>Murderous Cut</b><div><div>4</div><div>B</div></div></div><div>Instant</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Destroy target creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div><b>Murderous Cut</b><div><div>4</div><div>B</div></div></div><div>Instant</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Destroy target creature.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |  |
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