Beast-Kin Ranger {2}{G}

Creature -- Elf Ranger

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) Whenever another creature you control enters, this creature gets +1/+0 until end of turn.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bite Down {1}{G}

Instant

Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

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Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.

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Playtest cards - VPie81 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG CO sheet 1/8 - 8 cards - 2.5 x 3.5 in each

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Blanchwood Armor {2}{G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each Forest you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment -- Aura

Enchant creature
Enchanted creature gets +1/+1 for each Forest you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwynen, Gilt-Leaf Daen {2}{G}{G}

Legendary Creature -- Elf Warrior

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwynen, Gilt-Leaf Daen {2}{G}{G}

Legendary Creature -- Elf Warrior

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

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwynen's Elite {1}{G}

Creature -- Elf Warrior

When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dwynen's Elite {1}{G}

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Elfsworn Giant {3}{G}{G}

Creature -- Giant

Reach (This creature can block creatures with flying.)
Landfall -- Whenever a land you control enters, create a 1/1 green Elf Warrior creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elfsworn Giant {3}{G}{G}

Creature -- Giant

Reach (This creature can block creatures with flying.)
Landfall -- Whenever a land you control enters, create a 1/1 green Elf Warrior creature token.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Archdruid {1}{G}{G}

Creature -- Elf Druid

Other Elf creatures you control get +1/+1.
{T}: Add {G} for each Elf you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Archdruid {1}{G}{G}

Creature -- Elf Druid

Other Elf creatures you control get +1/+1.
{T}: Add {G} for each Elf you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Regrower {2}{G}{G}

Creature -- Elf Druid

When this creature enters, return target permanent card from your graveyard to your hand.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Regrower {2}{G}{G}

Creature -- Elf Druid

When this creature enters, return target permanent card from your graveyard to your hand.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fierce Empath {2}{G}

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 PLAY botbox.dev

Fierce Empath {2}{G}

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 PLAY botbox.dev

Playtest cards - VPie81 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG CO sheet 3/8 - 8 cards - 2.5 x 3.5 in each

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - VPie81 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG CO sheet 4/8 - 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}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghalta, Primal Hunger {10}{G}{G}

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the total power of creatures you control.
Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.)

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Growth {G}

Instant

Target creature gets +3/+3 until end of turn.

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Giant Growth {G}

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Target creature gets +3/+3 until end of turn.

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Imperious Perfect 2G

Creature -- Elf Warrior

Other Elves you control get +1/+1.
{G}, {T}: Create a 1/1 green Elf Warrior creature token.

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves G

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves G

Creature -- Elf Druid

{T}: Add {G}.

1/1

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Overrun {2}{G}{G}{G}

Sorcery

Creatures you control get +3/+3 and gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primal Might {X}{G}

Sorcery

Target creature you control gets +X/+X until end of turn. Then it fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildborn Preserver {1}{G}

Creature -- Elf Archer

Flash (You may cast this spell any time you could cast an instant.)
Reach (This creature can block creatures with flying.)
Whenever another non-Human creature you control enters, you may pay {X}. When you do, put X +1/+1 counters on this creature.

2/2

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