

Adventurous Impulse ⑥ Sorcery Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurous Impulse ⑥ Sorcery Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Adventurous Impulse ⑥ Sorcery Look at the top three cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beast Whisperer ②⑥⑥ Creature -- Elf Druid Whenever you cast a creature spell, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Beast Whisperer ②⑥⑥ Creature -- Elf Druid Whenever you cast a creature spell, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beast Whisperer ②⑥⑥ Creature -- Elf Druid Whenever you cast a creature spell, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Beast Whisperer ②⑥⑥ Creature -- Elf Druid Whenever you cast a creature spell, draw a card. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Druid of the Cowl ①⑥ Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Druid of the Cowl 1 6 Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Druid of the Cowl 1 6 Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Druid of the Cowl 1 6 Creature -- Elf Druid {T}: Add {G}. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Clancaller 6 6 Creature -- Elf Druid Other Elves you control get +1/+1. {4}{G}{G}, {T}: Search your library for a card named Elvish Clancaller, put it onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elvish Clancaller 6 6 Creature -- Elf Druid Other Elves you control get +1/+1. {4}{G}{G}, {T}: Search your library for a card named Elvish Clancaller, put it onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Clancaller 6 6 Creature -- Elf Druid Other Elves you control get +1/+1. {4}{G}{G}, {T}: Search your library for a card named Elvish Clancaller, put it onto the battlefield, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Clancaller 6 6 Creature -- Elf Druid Other Elves you control get +1/+1. {4}{G}{G}, {T}: Search your library for a card named Elvish Clancaller, put it onto the battlefield, 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

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Marwyn, the Nurturer ②⑥ Legendary Creature -- Elf Druid Whenever another Elf you control enters, put a +1/+1 counter on Marwyn. {T}: Add an amount of {G} equal to Marwyn's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marwyn, the Nurturer ②⑥ Legendary Creature -- Elf Druid Whenever another Elf you control enters, put a +1/+1 counter on Marwyn. {T}: Add an amount of {G} equal to Marwyn's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marwyn, the Nurturer ②⑥ Legendary Creature -- Elf Druid Whenever another Elf you control enters, put a +1/+1 counter on Marwyn. {T}: Add an amount of {G} equal to Marwyn's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pelt Collector ⑥ Creature -- Elf Warrior Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature. As long as this creature has three or more +1/+1 counters on it, it has trample. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Creature -- Elf Knight

5/4

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5/4

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Creature -- Elf Knight

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Warrior

2/3

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2/3

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2/3

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2/3

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Artifact

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5

As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. Whenever you cast a creature spell of the chosen type, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5

As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. Whenever you cast a creature spell of the chosen type, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑤

As this artifact enters, choose a creature type. Creatures you control of the chosen type get +1/+1. Whenever you cast a creature spell of the chosen type, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

[+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[-3]: Destroy target artifact, enchantment, or creature with flying.

[-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a color.

Whenever you cast a spell of the chosen color, you gain 1 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a color.

Whenever you cast a spell of the chosen color, you gain 1 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a color.

Whenever you cast a spell of the chosen color, you gain 1 life.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

2 G

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

2/1

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

G

Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
This creature can't be blocked by black creatures.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
This creature can't be blocked by black creatures.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Hexproof (This creature can't be the target of spells or abilities your opponents control.)
This creature can't be blocked by black creatures.

5/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vine Mare 2 6 6 Creature -- Elemental Horse Hexproof (This creature can't be the target of spells or abilities your opponents control.) This creature can't be blocked by black creatures. [sideboard] 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid 3 6 6 Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien Reid 3 6 6 Legendary Planeswalker -- Vivien [+1]: Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. [-3]: Destroy target artifact, enchantment, or creature with flying. [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible." [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - VMania - Standard (Standard League)

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 10/10 - 3 cards - 2.5 x 3.5 in each