

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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3 G

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.

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① ⑥

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

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2/2

Dwynen's Elite 1 6 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 PLAYbotbox.dev	Dwynen's Elite 1 6 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 PLAYbotbox.dev	Dwynen's Elite 1 6 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 PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Warmaster 1 6 Creature -- Elf Warrior Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn. {5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elvish Warmaster ①⑥ Creature -- Elf Warrior Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn. {5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Warmaster ①⑥ Creature -- Elf Warrior Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn. {5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Warmaster ①⑥ Creature -- Elf Warrior Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn. {5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	Gnarlrroot Trapper ⑤ Creature -- Elf Druid {T}, Pay 1 life: Add {G}. Spend this mana only to cast an Elf creature spell. {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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaspera Sentinel ⑥ Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaspera Sentinel ⑥ Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Leaf-Crowned Visionary ⑥⑥ Creature -- Elf Druid 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	Leaf-Crowned Visionary ⑥⑥ Creature -- Elf Druid 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	Leaf-Crowned Visionary ⑥⑥ Creature -- Elf Druid 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	Leaf-Crowned Visionary ⑥⑥ Creature -- Elf Druid 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

Playtest cards - Yannarella, David - Pioneer (\$10K RCQ - Pioneer - SCG CON Washington DC - sheet 6/10 - 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.

Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Secluded Courtyard Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type or activate an ability of a creature source of the chosen type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Shaman of the Pack 1B6 Creature -- Elf Shaman When this creature enters, target opponent loses life equal to the number of Elves you control. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shaman of the Pack 1B6 Creature -- Elf Shaman When this creature enters, target opponent loses life equal to the number of Elves you control. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shaman of the Pack 1B6 Creature -- Elf Shaman When this creature enters, target opponent loses life equal to the number of Elves you control. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shaman of the Pack 1B6 Creature -- Elf Shaman When this creature enters, target opponent loses life equal to the number of Elves you control. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Three Tree City Legendary Land As Three Tree City enters, choose a creature type. {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Tree City Legendary Land As Three Tree City enters, choose a creature type. {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar, the Pummeler Legendary Creature -- Elf Warrior Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it. {3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Werefox Bodyguard Creature -- Elf Fox Knight Flash When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield. {1}{W}, Sacrifice this creature: You gain 2 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Archon of Emeria Creature -- Archon Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Guardian of Faith Creature -- Spirit Knight Flash Vigilance When this creature enters, any number of other target creatures you control phase out. (Treat them and anything attached to them as though they don't exist until their controller's next turn.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Dusk's Shadow Creature -- Human Knight Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lavinia, Azorius Renegade Legendary Creature -- Human Soldier Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls. Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison 6 Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pick Your Poison 6 Sorcery Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reidane, God of the Worthy 2 W Legendary Creature -- God Flying, vigilance Snow lands your opponents control enter tapped. Noncreature spells your opponents cast with mana value 4 or greater cost {2} more to cast. [sideboard] 2/3 ----- BACK FACE ----- Valkmira, Protector's Shield 3 W Legendary Artifact If a source an opponent controls would deal damage to you or a permanent you control, prevent 1 of that damage. Whenever you or another permanent you control becomes the target of a spell or ability an opponent controls, counter that spell or ability unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shapers' Sanctuary 6 Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shapers' Sanctuary 6 Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shapers' Sanctuary 6 Enchantment Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soulless Jailer 2 Artifact Creature -- Phyrexian Golem Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile. [sideboard] 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thrun, Breaker of Silence 3 6 6 Legendary Creature -- Troll Shaman This spell can't be countered. Trample Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control. During your turn, Thrun has indestructible. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Frillback

(2)(G)

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --

- * Destroy target artifact or enchantment.
- * Exile target player's graveyard.
- * You gain 4 life.

[sideboard]

3/3

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Werefox Bodyguard

(1)(W)(W)

Creature -- Elf Fox Knight

Flash

When this creature enters, exile up to one other target non-Fox creature until this creature leaves the battlefield.

{1}{W}, Sacrifice this creature: You gain 2 life.

[sideboard]

2/2

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Yasharn, Implacable Earth

(2)(G)(W)

Legendary Creature -- Elemental Boar

When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle.

Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities.

[sideboard]

4/4

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