

Allosaurus Shepherd 6 Creature -- Elf Shaman This spell can't be countered. Green spells you control can't be countered. {4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Allosaurus Shepherd 6 Creature -- Elf Shaman This spell can't be countered. Green spells you control can't be countered. {4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Allosaurus Shepherd 6 Creature -- Elf Shaman This spell can't be countered. Green spells you control can't be countered. {4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Allosaurus Shepherd 6 Creature -- Elf Shaman This spell can't be countered. Green spells you control can't be countered. {4}{G}{G}: Until end of turn, each Elf creature you control has base power and toughness 5/5 and becomes a Dinosaur in addition to its other creature types. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Bayou Land -- Swamp Forest ({T}: Add {B} or {G}.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birchlore Rangers 6 Creature -- Elf Druid Ranger Tap two untapped Elves you control: Add one mana of any color. Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birchlore Rangers 6 Creature -- Elf Druid Ranger Tap two untapped Elves you control: Add one mana of any color. Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures <hr/> Legendary Land <hr/> <p>{T}: Add {G}.</p> <p>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.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Bristly Bill, Spine Sower ①⑥ <hr/> Legendary Creature -- Plant Druid <hr/> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.</p> <p>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Bristly Bill, Spine Sower ①⑥ <hr/> Legendary Creature -- Plant Druid <hr/> <p>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.</p> <p>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Collector Ouphe ①⑥ <hr/> Creature -- Ouphe <hr/> <p>Activated abilities of artifacts can't be activated.</p> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Craterhoof Behemoth ⑤⑥⑥⑥ <hr/> Creature -- Beast <hr/> <p>Haste</p> <p>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dryad Arbor <hr/> Land Creature -- Forest Dryad <hr/> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Dryad Arbor <hr/> Land Creature -- Forest Dryad <hr/> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Elvish Reclaimer ⑥ <hr/> Creature -- Elf Warrior <hr/> <p>This creature gets +2/+2 as long as there are three or more land cards in your graveyard.</p> <p>{2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Elvish Reclaimer</div><div><div>G</div></div></div> <div><div>Creature -- Elf Warrior</div><div>This creature gets +2/+2 as long as there are three or more land cards in your graveyard. {2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Reclaimer</div><div><div>G</div></div></div> <div><div>Creature -- Elf Warrior</div><div>This creature gets +2/+2 as long as there are three or more land cards in your graveyard. {2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Endurance</div><div><div>1GGG</div></div></div> <div><div>Creature -- Elemental Incarnation</div><div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div></div> <div><div>3/4</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>	<div><div>Gaea's Cradle</div></div> <div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gaea's Cradle</div></div> <div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gaea's Cradle</div></div> <div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

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Land -- Forest Island

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G U

Flying
Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

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3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1/1

G

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1/1

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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

Creature -- Zombie Knight

Vigilance
This creature gets +1/+1 for each creature card in your graveyard. {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Insect

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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sheet 7/10 - 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.

<div><div>Wirewood Symbiote</div><div>⑥</div></div> <div><div>Creature -- Insect</div><div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wirewood Symbiote</div><div>⑥</div></div> <div><div>Creature -- Insect</div><div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wirewood Symbiote</div><div>⑥</div></div> <div><div>Creature -- Insect</div><div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wooded Foothills</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Wooded Foothills</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Assassin's Trophy</div><div>Ⓑ⑥</div></div> <div><div>Instant</div><div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dismember</div><div>①ⒷⒷ</div></div> <div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dismember</div><div>①ⒷⒷ</div></div> <div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div>Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div> <div>3/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Leyline of the Void</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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(B)

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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