

<div> <div>Allosaurus Shepherd</div> <div> <div> <div></div> <div>G</div> </div> </div> </div> <div> <div>Creature -- Elf Shaman</div> <div> <p>This spell can't be countered. Green spells you control can't be countered.</p> <p>{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.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Birchlore Rangers</div> <div> <div> <div></div> <div>G</div> </div> </div> </div> <div> <div>Creature -- Elf Druid Ranger</div> <div> <p>Tap two untapped Elves you control: Add one mana of any color.</p> <p>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.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Boseiju, Who Endures</div> </div> <div> <div>Legendary Land</div> <div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Chord of Calling</div> <div> <div> <div></div> <div>X</div> <div>G</div> <div>G</div> <div>G</div> </div> </div> </div> <div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Chord of Calling</div> <div> <div> <div></div> <div>X</div> <div>G</div> <div>G</div> <div>G</div> </div> </div> </div> <div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Chord of Calling</div> <div> <div> <div></div> <div>X</div> <div>G</div> <div>G</div> <div>G</div> </div> </div> </div> <div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Chord of Calling</div> <div> <div> <div></div> <div>X</div> <div>G</div> <div>G</div> <div>G</div> </div> </div> </div> <div> <div>Instant</div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Dryad Arbor</div> </div> <div> <div>Land Creature -- Forest Dryad</div> <div> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div>Elvish Herder</div><div>6</div><div>Creature -- Elf</div><div>{G}: Target creature gains trample until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Visionary</div><div>16</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>16</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>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>Fyndhorn Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Elf Druid

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

otbox.dev

Creature -- Elf Druid

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

botbox.dev

Creature -- Elf Druid

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

botbox.dev

<div>Llanowar Elves</div> <div>6</div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Nadu, Winged Wisdom</div> <div>16U</div> <div>Legendary Creature -- Bird Wizard</div> <div>Flying</div> <div>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."</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nadu, Winged Wisdom</div> <div>16U</div> <div>Legendary Creature -- Bird Wizard</div> <div>Flying</div> <div>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."</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nadu, Winged Wisdom</div> <div>16U</div> <div>Legendary Creature -- Bird Wizard</div> <div>Flying</div> <div>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."</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Nadu, Winged Wisdom</div> <div>16U</div> <div>Legendary Creature -- Bird Wizard</div> <div>Flying</div> <div>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."</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<p>Nomads en-Kor W</p> <p>Creature -- Kor Nomad Soldier</p> <p>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nomads en-Kor W</p> <p>Creature -- Kor Nomad Soldier</p> <p>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nomads en-Kor W</p> <p>Creature -- Kor Nomad Soldier</p> <p>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nomads en-Kor W</p> <p>Creature -- Kor Nomad Soldier</p> <p>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Quirion Ranger G</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Quirion Ranger G</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Quirion Ranger G</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Quirion Ranger G</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Thassa's Oracle</div><div><div>U</div><div>U</div></div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tropical Island</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tropical Island</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tropical Island</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Wirewood Symbiote</div> <div>6</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>Wirewood Symbiote</div> <div>6</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>Wirewood Symbiote</div> <div>6</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>Wirewood Symbiote</div> <div>6</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>Allosaurus Shepherd</div> <div>6</div> <div>Creature -- Elf Shaman</div> <div>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> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Collector Ouphe</div> <div>16</div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deafening Silence</div> <div>W</div> <div>Enchantment</div> <div>Each player can't cast more than one noncreature spell each turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Deafening Silence</div> <div>W</div> <div>Enchantment</div> <div>Each player can't cast more than one noncreature spell each turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

W

Each player can't cast more than one noncreature spell each turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Flying

Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Flying

Discard this card: Exile up to two target cards from graveyards.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Mindbreak Trap <div> 2UU </div> </div> <div> Instant -- Trap </div> <div> <p>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.</p> <p>Exile any number of target spells.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Mindbreak Trap <div> 2UU </div> </div> <div> Instant -- Trap </div> <div> <p>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.</p> <p>Exile any number of target spells.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Pick Your Poison <div> 6 </div> </div> <div> Sorcery </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * 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. <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	

Playtest cards - _Psychatog - Legacy (Legacy 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