

Birchlore Rangers (G) 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 (G) 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 (G) 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 (G) 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
Distant Melody (3)(U) Sorcery Choose a creature type. Draw a card for each permanent you control of that type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Distant Melody (3)(U) Sorcery Choose a creature type. Draw a card for each permanent you control of that type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Distant Melody (3)(U) Sorcery Choose a creature type. Draw a card for each permanent you control of that type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic (G) Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Elvish Mystic</div><div>⑥</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Elvish Vanguard</div><div>①⑥</div></div><div><div>Creature -- Elf Warrior</div><div>Whenever another Elf enters, put a +1/+1 counter on this creature.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Elvish Vanguard</div><div>①⑥</div></div><div><div>Creature -- Elf Warrior</div><div>Whenever another Elf enters, put a +1/+1 counter on this creature.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Elvish Vanguard</div><div>①⑥</div></div><div><div>Creature -- Elf Warrior</div><div>Whenever another Elf enters, put a +1/+1 counter on this creature.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves

C

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves

©

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaspera Sentinel

©

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

C

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

C

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

Playtest cards - Boquinha - Pauper (Pauper 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 4/10 - 8 cards - 2.5 x 3.5 in each

Jaspera Sentinel (6) Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lead the Stampede (2)(6) Sorcery Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lead the Stampede (2)(6) Sorcery Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lead the Stampede (2)(6) Sorcery Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lead the Stampede (2)(6) Sorcery Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (6) Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Elves (6) Creature -- Elf Druid {T}: Add {G}. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Masked Vandal (1)(6) Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<p>Nettle Sentinel (G)</p> <p>Creature -- Elf Warrior</p> <p>This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nyxborn Hydra (X)(G)</p> <p>Enchantment Creature -- Hydra</p> <p>Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.) Reach, trample This permanent enters with X +1/+1 counters on it. Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</p> <p>0/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Priest of Titania (1)(G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Priest of Titania (1)(G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Priest of Titania (1)(G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Priest of Titania (1)(G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</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 cards - Boquinha - Pauper (Pauper 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 6/10 - 8 cards - 2.5 x 3.5 in each

G

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

1/1

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
When this creature enters, if it was kicked, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑧

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
When this creature enters, if it was kicked, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

① ②

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- * Counter target red spell.
- * Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- * Counter target red spell.
- * Destroy target red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- * Counter target red spell.
- * Destroy target red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel U <hr/> Instant <hr/> Counter target instant spell. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Envelop U <hr/> Instant <hr/> Counter target sorcery spell. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Envelop U <hr/> Instant <hr/> Counter target sorcery spell. [sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Gorilla Shaman R <hr/> Creature -- Ape Shaman <hr/> {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] <div>1/1<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
Masked Vandal 1G <hr/> Creature -- Shapeshifter <hr/> Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] <div>1/3<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	Masked Vandal 1G <hr/> Creature -- Shapeshifter <hr/> Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] <div>1/3<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	Scattershot Archer G <hr/> Creature -- Elf Archer <hr/> {T}: This creature deals 1 damage to each creature with flying. [sideboard] <div>1/2<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	Standard Bearer 1W <hr/> Creature -- Human Flagbearer <hr/> While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] <div>1/1<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

② ③

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{8}: This creature deals 3 damage to
any target.
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2/3

① ⑥

{T}: You gain 1 life for each Elf on the battlefield.

1/1

① ⑥

{T}: You gain 1 life for each Elf on the battlefield.

1/1

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