

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Citanul Stalwart ⑥ Creature -- Elf Druid Soldier {T}, Tap an untapped artifact or creature you control: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Citanul Stalwart ⑥ Creature -- Elf Druid Soldier {T}, Tap an untapped artifact or creature you control: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Citanul Stalwart ⑥ Creature -- Elf Druid Soldier {T}, Tap an untapped artifact or creature you control: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Citanul Stalwart ⑥ Creature -- Elf Druid Soldier {T}, Tap an untapped artifact or creature you control: Add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dwynen's Elite ①⑥ 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 PLAY botbox.dev	Dwynen's Elite ①⑥ 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 PLAY botbox.dev	Dwynen's Elite ①⑥ 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 PLAY botbox.dev	Dwynen's Elite ①⑥ 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 PLAY botbox.dev

Elvish Archdruid 1 G G Creature -- Elf Druid Other Elf creatures you control get +1/+1. {T}: Add {G} for each Elf you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Archdruid 1 G G Creature -- Elf Druid Other Elf creatures you control get +1/+1. {T}: Add {G} for each Elf you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Archdruid 1 G G Creature -- Elf Druid Other Elf creatures you control get +1/+1. {T}: Add {G} for each Elf you control. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Archdruid 1 G G Creature -- Elf Druid Other Elf creatures you control get +1/+1. {T}: Add {G} for each Elf you control. 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	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

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Genesis Wave (X)(G)(G)(G) Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Genesis Wave (X)(G)(G)(G) Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Genesis Wave (X)(G)(G)(G) Sorcery Reveal the top X cards of your library. You may put any number of permanent cards with mana value X or less from among them onto the battlefield. Then put all cards revealed this way that weren't put onto the battlefield into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Glissa Sunslayer (1)(B)(G) Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glissa Sunslayer (1)(B)(G) Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Go for the Throat (1)(B) Instant Destroy target nonartifact creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperious Perfect 26 Creature -- Elf Warrior Other Elves you control get +1/+1. {G}, {T}: Create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imperious Perfect 26 Creature -- Elf Warrior Other Elves you control get +1/+1. {G}, {T}: Create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imperious Perfect 26 Creature -- Elf Warrior Other Elves you control get +1/+1. {G}, {T}: Create a 1/1 green Elf Warrior creature token. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Imperious Perfect 26 Creature -- Elf Warrior Other Elves you control get +1/+1. {G}, {T}: Create a 1/1 green Elf Warrior creature token. 2/2 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	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 - joepizzo - Standard (\$10K RCQ - Standard - SCG CON Columbus - Saturday -

sheet 5/10 - 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.

Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Llanowar Loamspeaker ①⑥ Creature -- Elf Druid {T}: Add one mana of any color. {T}: Target land you control becomes a 3/3 Elemental creature with haste until end of turn. It's still a land. Activate only as a sorcery. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Loamspeaker ①⑥ Creature -- Elf Druid {T}: Add one mana of any color. {T}: Target land you control becomes a 3/3 Elemental creature with haste until end of turn. It's still a land. Activate only as a sorcery. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. 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	Surrak and Goreclaw ④⑥⑥ Legendary Creature -- Human Bear Trample Other creatures you control have trample. Whenever another nontoken creature you control enters, put a +1/+1 counter on it. It gains haste until end of turn. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Surrak and Goreclaw ④⑥⑥ Legendary Creature -- Human Bear Trample Other creatures you control have trample. Whenever another nontoken creature you control enters, put a +1/+1 counter on it. It gains haste until end of turn. 6/5 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar the Bellicose 2B6 Legendary Creature -- Elf Warrior Whenever one or more Elves you control attack, they gain deathtouch until end of turn. Each creature you control has "Whenever a mana ability of this creature resolves, put a number of +1/+1 counters on it equal to the amount of mana this creature produced. This ability triggers only once each turn." 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tyvar, the Pummeler 1G6 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	Tyvar, the Pummeler 1G6 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
Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cut Down B Instant Destroy target creature with total power and toughness 5 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dwynen, Gilt-Leaf Daen (2)(G)(G) Legendary Creature -- Elf Warrior Reach (This creature can block creatures with flying.) Other Elf creatures you control get +1/+1. Whenever Dwynden attacks, you gain 1 life for each attacking Elf you control. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dwynen, Gilt-Leaf Daen (2)(G)(G) Legendary Creature -- Elf Warrior Reach (This creature can block creatures with flying.) Other Elf creatures you control get +1/+1. Whenever Dwynden attacks, you gain 1 life for each attacking Elf you control. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glissa Sunslayer (1)(B)(G) Legendary Creature -- Phyrexian Zombie Elf First strike, deathtouch Whenever Glissa Sunslayer deals combat damage to a player, choose one -- * You draw a card and lose 1 life. * Destroy target enchantment. * Remove up to three counters from target permanent. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(G) Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scavenging Ooze 1 6 Creature -- Ooze {G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	
---	---	---	--