Abomination of Llanowar {1}{B}{G}

Legendary Creature -- Elf Horror

Vigilance; menace (This creature can't be blocked except by two or more creatures.)
Abomination of Llanowar's power and toughness are each equal to the number of Elves you control plus the number of Elf cards in your graveyard.

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Allosaurus Shepherd {G}

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.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Beast Whisperer {2}{G}{G}

Creature -- Elf Druid

Whenever you cast a creature spell, draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Tower

Land

{T}: Add one mana of any color in your commander's color identity.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

couronne mirepoix

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkbore Pathway

Land

{T}: Add {B}.

- - - BACK FACE - - -

Slitherbore Pathway

Land

{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathrite Shaman {B/G}

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)
{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.
{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

defenses abondantes

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kevindinanno - Duel Commander (OPEN QUALIFIER : Lens 25-04 Magic DC) sheet 1/13 - 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.

dionus, elvish archidruid

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

dwynen, dans de feuilledor

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elves of Deep Shadow {G}

Creature -- Elf Druid

{T}: Add {B}. This creature deals 1 damage to you.

1/1

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 Champion {1}{G}{G}

Creature -- Elf

Other Elf creatures get +1/+1 and have forestwalk. (They can't be blocked as long as defending player controls a Forest.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Clancaller {G}{G}

Creature -- Elf Druid

Other Elves you control get +1/+1.
{4}{G}{G}, {T}: Search your library for a card named Elvish Clancaller, put it onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Guidance {2}{G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G} for each Elf on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Harbinger {2}{G}

Creature -- Elf Druid

When this creature enters, you may search your library for an Elf card, reveal it, then shuffle and put that card on top.
{T}: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Reclaimer {G}

Creature -- Elf Warrior

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ezuri, Renegade Leader {1}{G}{G}

Legendary Creature -- Elf Warrior

{G}: Regenerate another target Elf.
{2}{G}{G}{G}: Elf creatures you control get +3/+3 and gain trample until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fauna Shaman {1}{G}

Creature -- Elf Shaman

{G}, {T}, Discard a creature card: Search your library for a creature card, reveal it, put it into your hand, then shuffle.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

fondriere crépusculaire

(card data unavailable)

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

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.

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

Formidable Speaker (2)(G)

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Freyalise, Llanowar's Fury (3)(G)(G)

Legendary Planeswalker -- Freyalise

[+2]: Create a 1/1 green Elf Druid creature token with "{T}: Add {G}."
[-2]: Destroy target artifact or enchantment.
[-6]: Draw a card for each green creature you control.
Freyalise, Llanowar's Fury can be your commander.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Herald (1)(G)

Creature -- Elf

Creature spells can't be countered.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Kevindinanno - Duel Commander (OPEN QUALIFIER : Lens 25-04 Magic DC) sheet 4/13 - 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.

Galadhrim Brigade {2}{G}

Creature -- Elf Soldier

Squad {1}{G} (As an additional cost to cast this spell, you may pay {1}{G} any number of times. When this creature enters, create that many tokens that are copies of it.)
Other Elves you control get +1/+1.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gathering Stone {4}

Artifact

As this artifact enters, choose a creature type.
Spells you cast of the chosen type cost {1} less to cast.
When this artifact enters and at the beginning of your upkeep, look at the top card of your library. If it's a card of the chosen type, you may reveal it and put it into your hand. If you don't put the card into your hand, you may put it into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Patron {2}{G}

Creature -- Elf Advisor

When this creature enters, support 2. (Put a +1/+1 counter on each of up to two other target creatures.)
Whenever you put one or more counters on a creature you don't control, draw a card.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilt-Leaf Palace

Land

As this land enters, you may reveal an Elf card from your hand. If you don't, this land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnarlroot Trapper {B}

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

Gyre Sage {1}{G}

Creature -- Elf Druid

Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)
{T}: Add {G} for each +1/+1 counter on this creature.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heritage Druid {G}

Creature -- Elf Druid

Tap three untapped Elves you control: Add {G}{G}{G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hickory Woodlot

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Imperious Perfect {2}{G}

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

Incubation Druid {1}{G}

Creature -- Elf Druid

{T}: Add one mana of any type that a land you control could produce. If this creature has a +1/+1 counter on it, add three mana of that type instead.
{3}{G}{G}: Adapt 3. (If this creature has no +1/+1 counters on it, put three +1/+1 counters on it.)

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

jambières d' éclair

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kindred Summons {5}{G}{G}

Instant

Choose a creature type. Reveal cards from the top of your library until you reveal X creature cards of the chosen type, where X is the number of creatures you control of that type. Put those cards onto the battlefield, then shuffle the rest of the revealed cards into your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lathril, Blade of the Elves {2}{B}{G}

Legendary Creature -- Elf Noble

Menace (This creature can't be blocked except by two or more creatures.)
Whenever Lathril deals combat damage to a player, create that many 1/1 green Elf Warrior creature tokens.
{T}, Tap ten untapped Elves you control: Each opponent loses 10 life and you gain 10 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lys Alana Huntmaster {2}{G}{G}

Creature -- Elf Warrior

Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magistrate's Scepter {3}

Artifact

{4}, {T}: Put a charge counter on this artifact.
{T}, Remove three charge counters from this artifact: Take an extra turn after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

marecage irradié

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marwyn, the Nurturer 2G

Legendary Creature -- Elf Druid

Whenever another Elf you control enters, put a +1/+1 counter on Marwyn.
{T}: Add an amount of {G} equal to Marwyn's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

mira, épine de la clairière

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Morcant's Loyalist 1BG

Creature -- Elf Warrior

Other Elves you control get +1/+1.
When this creature dies, return another target Elf card from your graveyard to your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mul Daya Channelers 1GG

Creature -- Elf Druid Shaman

Play with the top card of your library revealed.
As long as the top card of your library is a creature card, this creature gets +3/+3.
As long as the top card of your library is a land card, this creature has "{T}: Add two mana of any one color."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nadier's Nightblade 2B

Creature -- Elf Warrior

Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

nexus des enceintes

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

oran-rien, le vastebois

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Peat Bog

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {B}{B}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Tower

Legendary Land

{T}: Add {C}.
{T}, Sacrifice a creature: Add {B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

pincecrane

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

place des héros

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Poison-Tip Archer (2)(B)(G)

Creature -- Elf Archer

Reach (This creature can block creatures with flying.)
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
Whenever another creature dies, each opponent loses 1 life.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Priest of Titania (1)(G)

Creature -- Elf Druid

{T}: Add {G} for each Elf on the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prowess of the Fair (1)(B)

Kindred Enchantment -- Elf

Whenever another nontoken Elf is put into your graveyard from the battlefield, you may create a 1/1 green Elf Warrior creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Realmwalker {2}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
As this creature enters, choose a creature type.
You may look at the top card of your library any time.
You may cast creature spells of the chosen type from the top of your library.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sage de l' évolution

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seeker of Skybreak {1}{G}

Creature -- Elf

{T}: Untap target creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selfless Safewright {3}{G}{G}

Creature -- Elf Warrior

Flash
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.)
When this creature enters, choose a creature type. Other permanents you control of that type gain hexproof and indestructible until end of turn.

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shaman of the Pack {1}{B}{G}

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 PLAY botbox.dev

Skemfar Avenger {1}{B}

Creature -- Elf Berserker

Whenever another nontoken Elf or Berserker you control dies, you draw a card and you lose 1 life.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skemfar Shadowsage {3}{B}

Creature -- Elf Cleric

When this creature enters, choose one --
* Each opponent loses X life, where X is the greatest number of creatures you control that have a creature type in common.
* You gain X life, where X is the greatest number of creatures you control that have a creature type in common.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tainted Wood

Land

{T}: Add {C}.
{T}: Add {B} or {G}. Activate only if you control a Swamp.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Malady

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

tourbiere nourricière

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tromell, Seymour's Butler 2G

Legendary Creature -- Elf Advisor

Each other nontoken creature you control enters with an additional +1/+1 counter on it.
{1}, {T}: Proliferate X times, where X is the number of nontoken creatures you control that entered this turn. (To proliferate, choose any number of permanents and/or players, then give each another counter of each kind already there.)

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyvar Kell 2GG

Legendary Planeswalker -- Tyvar

Elves you control have "{T}: Add {B}."
[+1]: Put a +1/+1 counter on up to one target Elf. Untap it. It gains deathtouch until end of turn.
[0]: Create a 1/1 green Elf Warrior creature token.
[-6]: You get an emblem with "Whenever you cast an Elf spell, it gains haste until end of turn and you draw two cards."

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unclaimed Territory

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

urborg, tombe de yougzebul

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Varis, Silverymoon Ranger 1GG

Legendary Creature -- Human Elf Ranger

Reach, ward {1}
Whenever you cast a creature or planeswalker spell, venture into the dungeon. This ability triggers only once each turn. (To venture into the dungeon, enter the first room or advance to the next room.)
Whenever you complete a dungeon, create a 2/2 green Wolf creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

virulent émissaire

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

voie de l' ascendance

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

vraska, piqûre de trahison

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Walking Ballista {X}{X}

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.
{4}: Put a +1/+1 counter on this creature.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wastewood Verge

Land

{T}: Add {G}.
{T}: Add {B}. Activate only if you control a Swamp or a Forest.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wellwisher {1}{G}

Creature -- Elf

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Westvale Abbey

Land

{T}: Add {C}.
{5}, {T}, Pay 1 life: Create a 1/1 white and black Human Cleric creature token.
{5}, {T}, Sacrifice five creatures: Transform this land, then untap it.

- - - BACK FACE - - -

Ormendahl, Profane Prince

Legendary Creature -- Demon

Flying, lifelink, indestructible, haste

9/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wirewood Lodge

Land

{T}: Add {C}.
{G}, {T}: Untap target Elf.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wooded Foothills

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Woodland Cemetery

Land

This land enters tapped unless you control a Swamp or a Forest.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodland Champion 1G

Creature -- Elf Scout

Whenever one or more tokens you control enter, put that many +1/+1 counters on this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

yavimaya, crawler of growth

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.