

Acidic Slime ③⑥⑥ Creature -- Ooze Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.) When this creature enters, destroy target artifact, enchantment, or land. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf ⑥ Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birds of Paradise ⑥ Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boreal Druid ⑥ Snow Creature -- Elf Druid {T}: Add {C}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carpet of Flowers ⑥ Enchantment At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Choke ②⑥ Enchantment Islands don't untap during their controllers' untap steps. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chord of Calling (X)(G)(G)(G) Instant 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.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Mox (0) Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crop Rotation (G) Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Devoted Druid (1)(G) Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duplicant (6) Artifact Creature -- Shapeshifter Imprint -- When this creature enters, you may exile target nontoken creature. As long as a card exiled with this creature is a creature card, this creature has the power, toughness, and creature types of the last creature card exiled with it. It's still a Shapeshifter. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duskwatch Recruiter (1)(G) Creature -- Human Warrior Werewolf {2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order. At the beginning of each upkeep, if no spells were cast last turn, transform this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev BACK FACE Krallenhorde Howler Creature -- Werewolf Creature spells you cast cost {1} less to cast. At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lampalot - Commander (1v1 Commander Challenge)

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 2/13 - 8 cards - 2.5 x 3.5 in each

Eldrazi Temple Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Mystic Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emrakul, the Promised End Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eternal Witness Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Explore Sorcery You may play an additional land this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye of Ugin Legendary Land Colorless Eldrazi spells you cast cost {2} less to cast. {7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fauna Shaman 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 PLAYbotbox.dev	Fierce Empath Creature -- Elf When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fyndhorn Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk Wildspeaker Legendary Planeswalker -- Garruk [+1]: Untap two target lands. [-1]: Create a 3/3 green Beast creature token. [-4]: Creatures you control get +3/+3 and gain trample until end of turn. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith Sorcery Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hall of Gemstone 1 G G World Enchantment At the beginning of each player's upkeep, that player chooses a color. Until end of turn, lands tapped for mana produce mana of the chosen color instead of any other color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Homeward Path Land {T}: Add {C}. {T}: Each player gains control of all creatures they own. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the North 1 G Sorcery Search your library for a snow land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Joraga Treespeaker G Creature -- Elf Druid Level up {1}{G} ({1}{G}: Put a level counter on this. Level up only as a sorcery.) LEVEL 1-4 1/2 {T}: Add {G}{G}. LEVEL 5+ 1/4 Elves you control have "{T}: Add {G}{G}." 1/1 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	Misty Rainforest 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	Mouth of Ronom Snow Land {T}: Add {C}. {4}{S}, {T}, Sacrifice this land: It deals 4 damage to target creature. ({S} can be paid with one mana from a snow source.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nature's Lore 1 G Sorcery Search your library for a Forest card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nissa, Vastwood Seer 2 6 Legendary Creature -- Elf Scout When Nissa enters, you may search your library for a basic Forest card, reveal it, put it into your hand, then shuffle. Whenever a land you control enters, if you control seven or more lands, exile Nissa, then return her to the battlefield transformed under her owner's control. 2/2 Nissa, Sage Animist Legendary Planeswalker -- Nissa [+1]: Reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. [-2]: Create Ashaya, the Awoken World, a legendary 4/4 green Elemental creature token. [-7]: Untap up to six target lands. They become 6/6 Elemental creatures. They're still lands. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vital Force 3 6 6 Legendary Planeswalker -- Nissa [+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land. [-3]: Return target permanent card from your graveyard to your hand. [-6]: You get an emblem with "Whenever a land you control enters, you may draw a card." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nykthos, Shrine to Nyx 1 6 Legendary Land {T}: Add {C}. {2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oracle of Mul Daya 3 6 Creature -- Elf Shaman You may play an additional land on each of your turns. Play with the top card of your library revealed. You may play lands from the top of your library. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Phyrexian Dreadnought 1 Artifact Creature -- Phyrexian Dreadnought Trample When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater. 12/12 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Phyrexian Soulgorger 3 Snow Artifact Creature -- Phyrexian Construct Cumulative upkeep--Sacrifice a creature. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania 1 6 Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primal Command 3 6 6 Sorcery Choose two -- * Target player gains 7 life. * Put target noncreature permanent on top of its owner's library. * Target player shuffles their graveyard into their library. * Search your library for a creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Primeval Titan ④⑥⑥ Creature -- Giant Trample Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle. 6/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger ⑥ Creature -- Elf Ranger 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	Rampant Growth ①⑥ Sorcery Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage ②⑥ Creature -- Elf Shaman When this creature enters, you may destroy target artifact or enchantment. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sakura-Tribe Elder ①⑥ Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctum of Ugin Land {T}: Add {C}. Whenever you cast a colorless spell with mana value 7 or greater, you may sacrifice this land. If you do, search your library for a colorless creature card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scavenging Ooze ①⑥ 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scryb Ranger ①⑥ Creature -- Faerie Ranger Flash Flying, protection from blue 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

Sheltering Ancient 1 6 Creature -- Treefolk Trample Cumulative upkeep--Put a +1/+1 counter on a creature an opponent controls. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Three Visits 1 6 Sorcery Search your library for a Forest card, put it onto the battlefield, then shuffle. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tireless Tracker 2 6 Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Titania, Protector of Argoth 3 6 6 Legendary Creature -- Elemental When Titania enters, return target land card from your graveyard to the battlefield. Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tooth and Nail 5 6 6 Sorcery Choose one -- * Search your library for up to two creature cards, reveal them, put them into your hand, then shuffle. * Put up to two creature cards from your hand onto the battlefield. Entwine {2} (Choose both if you pay the entwine cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ulamog, the Ceaseless Hunger 10 Legendary Creature -- Eldrazi When you cast this spell, exile two target permanents. Indestructible Whenever Ulamog attacks, defending player exiles the top twenty cards of their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog, the Infinite Gyre 11 Legendary Creature -- Eldrazi When you cast this spell, destroy target permanent. Indestructible Annihilator 4 (Whenever this creature attacks, defending player sacrifices four permanents of their choice.) When Ulamog is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 10/10 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Umbral Mantle 3 Artifact -- Equipment Equipped creature has "{3}, {Q}": This creature gets +2/+2 until end of turn." ({Q} is the untap symbol.) Equip {0} PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl 6 Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Waste land

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Growth

G

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped
for mana, its controller adds an
additional {G}.

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

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{T}: Add {C}.
{G}, {T}: Untap target Elf.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wirewood Symbiote

Ⓒ

Creature -- Insect

Return an Elf 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

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

Wood Elves

2 G

Creature -- Elf Scout

When this creature enters, search your library for a Forest card, put that card onto the battlefield, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

When this creature enters, you may search your library for a nonlegendary green creature card with mana value 3 or less, put it onto the battlefield, then shuffle.

6/5

botbox.dev

6 G

Devoid (This card has no color.)
When you cast this spell, exile
target artifact, enchantment, or
land.
Reach
{2}{C}, Sacrifice a land: Return
this card from your graveyard to
your hand. ({C} represents colorless
mana.)

5/7

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Ⓒ

Search your library for a creature card, reveal it, then shuffle and put the card on top.

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1 G G

Whenever another creature enters, its controller may draw a card if its power is greater than each other creature's power.

{G}, {T}: Add X mana in any combination of colors, where X is the greatest power among creatures you control.

[sideboard]

2/3

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