

Acidic Slime (3)(G)(G) 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 (G) Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Beast Within (2)(G) Instant Destroy target permanent. Its controller creates a 3/3 green Beast creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Birds of Paradise (G) Creature -- Bird Flying {T}: Add one mana of any color. 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birthing Pod (3)(GP) Artifact ({G/P} can be paid with either {G} or 2 life.) {1}{G/P}, {T}, Sacrifice a creature: Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blighted Woodland Land {T}: Add {C}. {3}{G}, {T}, Sacrifice this land: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boreal Druid (G) Snow Creature -- Elf Druid {T}: Add {C}. 1/1 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 PLAYbotbox.dev	Coercive Portal Artifact Will of the council -- At the beginning of your upkeep, starting with you, each player votes for carnage or homage. If carnage gets more votes, sacrifice this artifact and destroy all nonland permanents. If homage gets more votes or the vote is tied, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Conduit of Ruin Creature -- Eldrazi When you cast this spell, you may search your library for a colorless creature card with mana value 7 or greater, reveal it, then shuffle and put that card on top. The first creature spell you cast each turn costs {2} less to cast. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crop Rotation 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 PLAYbotbox.dev
Crystal Vein Land {T}: Add {C}. {T}, Sacrifice this land: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devoted Druid Creature -- Elf Druid {T}: Add {G}. Put a -1/-1 counter on this creature: Untap this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Duplicant 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 PLAYbotbox.dev

Dust Bowl Land {T}: Add {C}. {3}, {T}, Sacrifice a land: Destroy target nonbasic land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Edge of Autumn Sorcery If you control four or fewer lands, search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Cycling--Sacrifice a land. (Sacrifice a land, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev	Elvish Mystic Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Expedition Map Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Exploration Enchantment You may play an additional land on each of your turns. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explore 1 6 Sorcery You may play an additional land this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye of Ugin 2 6 6 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 1 6 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 2 6 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
Fyndhorn Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Garruk Wildspeaker 2 6 6 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 X 6 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 6 6 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 PLAYbotbox.dev

2GG

Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.
{T}: Each player gains control of
all creatures they own.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Search your library for a snow land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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}."
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

At the beginning of your upkeep, scry 1.

Whenever you cast a creature spell, you may pay {G}. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Enchant creature
Enchanted creature is a Treefolk
with base power and toughness 0/4
and loses all abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

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.)

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①

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.

{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Sorcery

Search your library for a Forest card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3GG

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."

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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.)

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⑥

Creature -- Eldrazi

When you cast this spell, target opponent exiles the top four cards of their library, then you may put any number of land cards that player owns from exile onto the battlefield under your control.

5/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

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

3GG

Sorcery

Put two target lands on top of their owners' libraries.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polukranos, World Eater (2)(6)(6) Legendary Creature -- Hydra {X}{X}{G}: Monstrosity X. (If this creature isn't monstrous, put X +1/+1 counters on it and it becomes monstrous.) When Polukranos becomes monstrous, it deals X damage divided as you choose among any number of target creatures your opponents control. Each of those creatures deals damage equal to its power to Polukranos. 5/5 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Primeval Titan (4)(6)(6) 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
Prowling Serpopard (1)(6)(6) Creature -- Cat Snake This spell can't be countered. Creature spells you control can't be countered. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rampant Growth (1)(6) Sorcery Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ramunap Excavator (2)(6) Creature -- Snake Cleric You may play lands from your graveyard. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reclamation Sage (2)(6) 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 1 6 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	Search for Tomorrow 2 6 Sorcery Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shrine of the Forsaken Gods Land {T}: Add {C}. {T}: Add {C}{C}. Spend this mana only to cast colorless spells. Activate only if you control seven or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skyshroud Claim 3 6 Sorcery Search your library for up to two Forest cards, put them onto the battlefield, then shuffle. 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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Snow-Covered Forest Basic Snow Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Summoner's Pact⑧ Instant Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Library①⑥ Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sylvan Primordial⑤⑥⑥ Creature -- Avatar Reach When this creature enters, for each opponent, destroy target noncreature permanent that player controls. For each permanent destroyed this way, search your library for a Forest card and put that card onto the battlefield tapped. Then shuffle. 6/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sylvan Scrying 1 6 Sorcery Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tectonic Edge 1 6 Land {T}: Add {C}. {1}, {T}, Sacrifice this land: Destroy target nonbasic land. Activate only if an opponent controls four or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of the False God 2 6 Land {T}: Add {C}{C}. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought-Knot Seer 3 C Creature -- Eldrazi (C) represents colorless mana.) When this creature enters, target opponent reveals their hand. You choose a nonland card from it and exile that card. When this creature leaves the battlefield, target opponent draws a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thragtusk 4 6 Creature -- Beast When this creature enters, you gain 5 life. When this creature leaves the battlefield, create a 3/3 green Beast creature token. 5/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Three Visits 1 6 Sorcery Search your library for a Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Ulamog, the Ceaseless Hunger 19 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 PLAY botbox.dev

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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 PLAY botbox.dev

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

3 G

You may look at the top card of your library any time.
You may cast creature spells from the top of your library.
You can spend mana of any type to cast creature spells.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land	
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$$\{T\}: \text{Add } \{C\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

5 G G G

Trample
When this creature enters, destroy
target noncreature permanent.
Persist (When this creature dies, if
it had no -1/-1 counters on it,
return it to the battlefield under
its owner's control with a -1/-1
counter on it.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 12/13 - 8 cards - 2.5 x 3.5 in each

Woodland Bellower 4 G G Creature -- Beast 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	World Breaker 6 G Creature -- Eldrazi 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Hollow Legendary Land {T}: Add {C}. {G}, {T}: Regenerate target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nissa, Vastwood Seer 2 G 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. [sideboard] 2/2 BACK FACE Nissa, Sage Animist 2 G 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
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