

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	Azusa, Lost but Seeking ②⑥ Legendary Creature -- Human Monk You may play two additional lands on each of your turns. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Benefactor's Draught ①⑥ Instant Untap all creatures. Until end of turn, whenever a creature an opponent controls blocks, draw a card. Draw a card. 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	Blossoming Defense ⑥ Instant Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 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

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	Chord of Calling 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 PLAYbotbox.dev	Chrome Mox 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 PLAYbotbox.dev	Command Beacon Land {T}: Add {C}. {T}, Sacrifice this land: Put your commander into your hand from the command zone. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Concordant Crossroads World Enchantment All creatures have haste. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Copperhorn Scout Creature -- Elf Scout Whenever this creature attacks, untap each other creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Craterhoof Behemoth Creature -- Beast Haste When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control. 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

3 G

At the beginning of your upkeep, if an opponent controls three or more creatures, sacrifice this enchantment, search your library for up to two creature cards, put those cards onto the battlefield, then shuffle.

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① ② G

{T}: Add {G}.
Put a -1/-1 counter on this
creature: Untap this creature.

0/2

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(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

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① ②

Tap an untapped creature you control: Untap target basic land.

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1 G G

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

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

You may play an additional land on each of your turns.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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
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Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gigantomancer Creature -- Human Shaman {1}: Target creature you control has base power and toughness 7/7 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Oak Guardian Creature -- Treefolk Flash (You may cast this spell any time you could cast an instant.) Reach When this creature enters, creatures target player controls get +2/+2 until end of turn. Untap them. 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev
Heritage Druid Creature -- Elf Druid Tap three untapped Elves you control: Add {G}{G}{G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heroic Intervention Instant Permanents you control gain hexproof and indestructible until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invigorate Instant If you control a Forest, rather than pay this spell's mana cost, you may have an opponent gain 3 life. Target creature gets +4/+4 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Joraga Treespeaker 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

Karametra's Acolyte 3 6 Creature -- Human Druid {T}: Add an amount of {G} equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.) 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Greaves 2 Artifact -- Equipment Equipped creature has haste and shroud. (It can't be the target of spells or abilities.) Equip {0} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lignify 1 6 Kindred Enchantment -- Treefolk Aura 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	Llanowar Elves 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mutagenic Growth GP Instant {G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nykthos, Shrine to Nyx 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	Phyrexian Revoker 2 Artifact Creature -- Phyrexian Horror As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated. 2/1 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

Quarry Hauler (3)(G) Creature -- Camel When this creature enters, for each kind of counter on target permanent, put another counter of that kind on it or remove one from it. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger (G) 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	Ranger's Guile (G) Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) 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. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Regal Force (4)(G)(G)(G) Creature -- Elemental When this creature enters, draw a card for each green creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scryb Ranger (1)(G) 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	Seedborn Muse (3)(G)(G) Creature -- Spirit Untap all permanents you control during each other player's untap step. 2/4 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

Playtest cards - shir kahn - 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 10/13 - 8 cards - 2.5 x 3.5 in each

Staff of Domination

③

Artifact

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{1}: Untap this artifact.  
{2}, {T}: You gain 1 life.  
{3}, {T}: Untap target creature.  
{4}, {T}: Tap target creature.  
{5}, {T}: Draw a card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sylvan Library

① ②

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 PLAY botbox.dev

Sylvan Primordial

5 G G

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 PLAY botbox.dev

Sylvan Safekeeper

G

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Thousand-Year Elixir

③

Artifact

You may activate abilities of creatures you control as though those creatures had haste.

{1}, {T}: Untap target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulvenwald Tracker

G

Creature - - Human Shaman

{1}{G}, {T}: Target creature you control fights another target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Utopia Sprawl

G

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 PLAY botbox.dev

G

Kicker {G} (You may pay an additional {G} as you cast this spell.)
Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Untap all creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Defender
Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

②

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

G

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

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

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.

Wood Elves 2 6 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	Woodland Bellow 4 6 6 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	Yavimaya Hollow Legendary Land {T}: Add {C}. {G}, {T}: Regenerate target creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yisan, the Wanderer Bard 2 6 Legendary Creature -- Human Rogue Bard {2}{G}, {T}, Put a verse counter on Yisan: Search your library for a creature card with mana value equal to the number of verse counters on Yisan, put it onto the battlefield, then shuffle. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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