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| <div><div>Bayou</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Bayou</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Birchlore Rangers</div><div>Creature -- Elf Druid Ranger</div><div>Tap two untapped Elves you control: Add one mana of any color. Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cavern of Souls</div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               |
| <div><div>Craterhoof Behemoth</div><div>Creature -- Beast</div><div>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.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Craterhoof Behemoth</div><div>Creature -- Beast</div><div>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.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Crop Rotation</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Deathrite Shaman</div><div>Creature -- Elf Shaman</div><div>{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.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Deathrite Shaman</b> <br>Creature -- Elf Shaman<br>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Deathrite Shaman</b> <br>Creature -- Elf Shaman<br>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Deathrite Shaman</b> <br>Creature -- Elf Shaman<br>{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br>{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br>{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dryad Arbor</b><br>Land Creature -- Forest Dryad<br>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                |
| <b>Dryad Arbor</b><br>Land Creature -- Forest Dryad<br>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                         | <b>Elvish Visionary</b> <br>Creature -- Elf Shaman<br>When this creature enters, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                            | <b>Elvish Visionary</b> <br>Creature -- Elf Shaman<br>When this creature enters, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                            | <b>Elvish Visionary</b> <br>Creature -- Elf Shaman<br>When this creature enters, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Elvish Visionary</div><div>16</div></div><div><div>Creature -- Elf Shaman</div><div>When this creature enters, draw a card.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                | <div><div><div>Gaea's Cradle</div></div><div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         |
| <div><div><div>Gaea's Cradle</div></div><div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                   | <div><div><div>Gaea's Cradle</div></div><div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Gaea's Cradle</div></div><div><div>Legendary Land</div><div>{T}: Add {G} for each creature you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Glimpse of Nature</div><div>6</div></div><div><div>Sorcery</div><div>Whenever you cast a creature spell this turn, draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Glimpse of Nature</div><div><div>G</div></div></div><div>Sorcery</div><div>Whenever you cast a creature spell this turn, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div><div>Glimpse of Nature</div><div><div>G</div></div></div><div>Sorcery</div><div>Whenever you cast a creature spell this turn, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div><div>Glimpse of Nature</div><div><div>G</div></div></div><div>Sorcery</div><div>Whenever you cast a creature spell this turn, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div><div>Green Sun's Zenith</div><div><div>XG</div></div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Green Sun's Zenith</div><div><div>XG</div></div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Green Sun's Zenith</div><div><div>XG</div></div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Green Sun's Zenith</div><div><div>XG</div></div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Heritage Druid</div><div><div>G</div></div></div><div>Creature -- Elf Druid</div><div>Tap three untapped Elves you control: Add {G}{G}{G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                              |

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

As an additional cost to cast this spell, sacrifice a green creature. Search your library for a green creature card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

This creature doesn't untap during your untap step.  
Whenever you cast a green spell, you may untap this creature.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

This creature doesn't untap during your untap step.  
Whenever you cast a green spell, you may untap this creature.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

This creature doesn't untap during your untap step.  
Whenever you cast a green spell, you may untap this creature.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Nettle Sentinel</b> ⑥<br>Creature -- Elf Warrior<br>This creature doesn't untap during your untap step.<br>Whenever you cast a green spell, you may untap this creature.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Nissa, Vital Force</b> ③⑥⑥<br>Legendary Planeswalker -- Nissa<br>[+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.<br>[-3]: Return target permanent card from your graveyard to your hand.<br>[-6]: You get an emblem with "Whenever a land you control enters, you may draw a card."<br>L 5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Pendelhaven</b><br>Legendary Land<br>{T}: Add {G}.<br>{T}: Target 1/1 creature gets +1/+2 until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   | <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                  | <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                           | <b>Quirion Ranger</b> ⑥<br>Creature -- Elf Ranger<br>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Reclamation Sage</b> ②⑥<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         |

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| <div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Wirewood Symbiote</div><div>Creature -- Insect</div><div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Wirewood Symbiote</div><div>Creature -- Insect</div><div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |

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| <div><div>Wirewood Symbiote</div><div>⑥</div></div> <div><div>Creature -- Insect</div><div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wirewood Symbiote</div><div>⑥</div></div> <div><div>Creature -- Insect</div><div>Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        |
| <div><div>Abrupt Decay</div><div>Ⓑ⑥</div></div> <div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Abrupt Decay</div><div>Ⓑ⑥</div></div> <div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 | <div><div>Abrupt Decay</div><div>Ⓑ⑥</div></div> <div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Cabal Therapy</div><div>Ⓑ</div></div> <div><div>Sorcery</div><div>Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Islands don't untap during their controllers' untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Islands don't untap during their controllers' untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G G

[+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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**L 5**

① ⑥

{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.

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**2/2**

BP

{B/P} can be paid with either {B} or 2 life.)  
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BP

{B/P} can be paid with either {B} or 2 life.)  
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

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**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev