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| <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                 | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                |
| <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div>Chord of Calling (XGGG)</div> <div>Instant</div> <div> <p>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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chord of Calling (XGGG)</div> <div>Instant</div> <div> <p>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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Chord of Calling (XGGG)</div> <div>Instant</div> <div> <p>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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Chord of Calling (XGGG)</div> <div>Instant</div> <div> <p>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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Citanul Stalwart (G)</div> <div>Creature -- Elf Druid Soldier</div> <div> <p>{T}, Tap an untapped artifact or creature you control: Add one mana of any color.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div>Citanul Stalwart (G)</div> <div>Creature -- Elf Druid Soldier</div> <div> <p>{T}, Tap an untapped artifact or creature you control: Add one mana of any color.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div>Citanul Stalwart (G)</div> <div>Creature -- Elf Druid Soldier</div> <div> <p>{T}, Tap an untapped artifact or creature you control: Add one mana of any color.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       |

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| <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Collected Company</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Dwynen's Elite</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elf Warrior</div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Dwynen's Elite</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elf Warrior</div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Dwynen's Elite</div> <div> <div>1</div> <div>6</div> </div> </div> <div>Creature -- Elf Warrior</div> <div> <p>When this creature enters, if you control another Elf, create a 1/1 green Elf Warrior creature token.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                   | <div> <div>Elvish Archdruid</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Elf Druid</div> <div> <p>Other Elf creatures you control get +1/+1.<br/>{T}: Add {G} for each Elf you control.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                      |

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| <b>Elvish Archdruid</b> ①⑥⑥<br>Creature -- Elf Druid<br>Other Elf creatures you control get +1/+1.<br>{T}: Add {G} for each Elf you control.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elvish Archdruid</b> ①⑥⑥<br>Creature -- Elf Druid<br>Other Elf creatures you control get +1/+1.<br>{T}: Add {G} for each Elf you control.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elvish Archdruid</b> ①⑥⑥<br>Creature -- Elf Druid<br>Other Elf creatures you control get +1/+1.<br>{T}: Add {G} for each Elf you control.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elvish Mystic</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                        |
| <b>Elvish Mystic</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Elvish Mystic</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Elvish Mystic</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                             | <b>Elvish Warmaster</b> ①⑥<br>Creature -- Elf Warrior<br>Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn.<br>{5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <b>Elvish Warmaster</b> ①⑥<br>Creature -- Elf Warrior<br>Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn.<br>{5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elvish Warmaster</b> ①⑥<br>Creature -- Elf Warrior<br>Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn.<br>{5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Elvish Warmaster</b> ①⑥<br>Creature -- Elf Warrior<br>Whenever one or more other Elves you control enter, create a 1/1 green Elf Warrior creature token. This ability triggers only once each turn.<br>{5}{G}{G}: Elves you control get +2/+2 and gain deathtouch until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Lair of the Hydra</b><br>Land<br>If you control two or more other lands, this land enters tapped.<br>{T}: Add {G}.<br>{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.              |
| <b>Leaf-Crowned Visionary</b> ⑥⑥<br>Creature -- Elf Druid<br>Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                | <b>Leaf-Crowned Visionary</b> ⑥⑥<br>Creature -- Elf Druid<br>Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                | <b>Leaf-Crowned Visionary</b> ⑥⑥<br>Creature -- Elf Druid<br>Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                | <b>Leaf-Crowned Visionary</b> ⑥⑥<br>Creature -- Elf Druid<br>Other Elves you control get +1/+1. Whenever you cast an Elf spell, you may pay {G}. If you do, draw a card.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 | <div><div>Llanowar Elves</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 |
| <div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Llanowar Wastes</div><div>Land</div><div>{T}: Add {C}.</div><div>{T}: Add {B} or {G}. This land deals 1 damage to you.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>           ({T}: Add {B} or {G}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>       | <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>           ({T}: Add {B} or {G}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>       | <div>Realmwalker</div> <div>Creature -- Shapeshifter</div> <div>           Changeling (This card is every creature type.)<br/>           As this creature enters, choose a creature type.<br/>           You may look at the top card of your library any time.<br/>           You may cast creature spells of the chosen type from the top of your library.         </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Realmwalker</div> <div>Creature -- Shapeshifter</div> <div>           Changeling (This card is every creature type.)<br/>           As this creature enters, choose a creature type.<br/>           You may look at the top card of your library any time.<br/>           You may cast creature spells of the chosen type from the top of your library.         </div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Shaman of the Pack</div> <div>Creature -- Elf Shaman</div> <div>           When this creature enters, target opponent loses life equal to the number of Elves you control.         </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Shaman of the Pack</div> <div>Creature -- Elf Shaman</div> <div>           When this creature enters, target opponent loses life equal to the number of Elves you control.         </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Shaman of the Pack</div> <div>Creature -- Elf Shaman</div> <div>           When this creature enters, target opponent loses life equal to the number of Elves you control.         </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                              | <div>Snow-Covered Forest</div> <div>Basic Snow Land -- Forest</div> <div>           ({T}: Add {G}.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                         |

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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>(<b>{T}</b>): Add <b>{G}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div>Three Tree City</div><div>Legendary Land</div><div>As Three Tree City enters, choose a creature type.<br/><b>{T}</b>: Add <b>{C}</b>.<br/><b>{2}</b>, <b>{T}</b>: Choose a color. Add an amount of mana of that color equal to the number of creatures you control of the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tyvar, the Pummeler ①⑥⑥</div><div>Legendary Creature -- Elf Warrior</div><div>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.<br/><b>{3}{G}{G}</b>: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tyvar, the Pummeler ①⑥⑥</div><div>Legendary Creature -- Elf Warrior</div><div>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.<br/><b>{3}{G}{G}</b>: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Fatal Push ⑤</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push ⑤</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Fatal Push ⑤</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Fatal Push ⑤</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |

①

When this creature dies, you gain 2 life.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a nonland card name.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G G

When this creature enters, choose one or more --

\* Exile target player's graveyard.

[sidebar]

3/4

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**G**

Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Whenever a creature you control becomes the target of a spell or ability an opponent controls, you may draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Permanent cards in graveyards can't enter the battlefield.

[sidebar]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) When this creature enters, reveal the top four cards of your library. Put all Elf cards revealed this way into your hand and the rest on the bottom of your library in any order.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

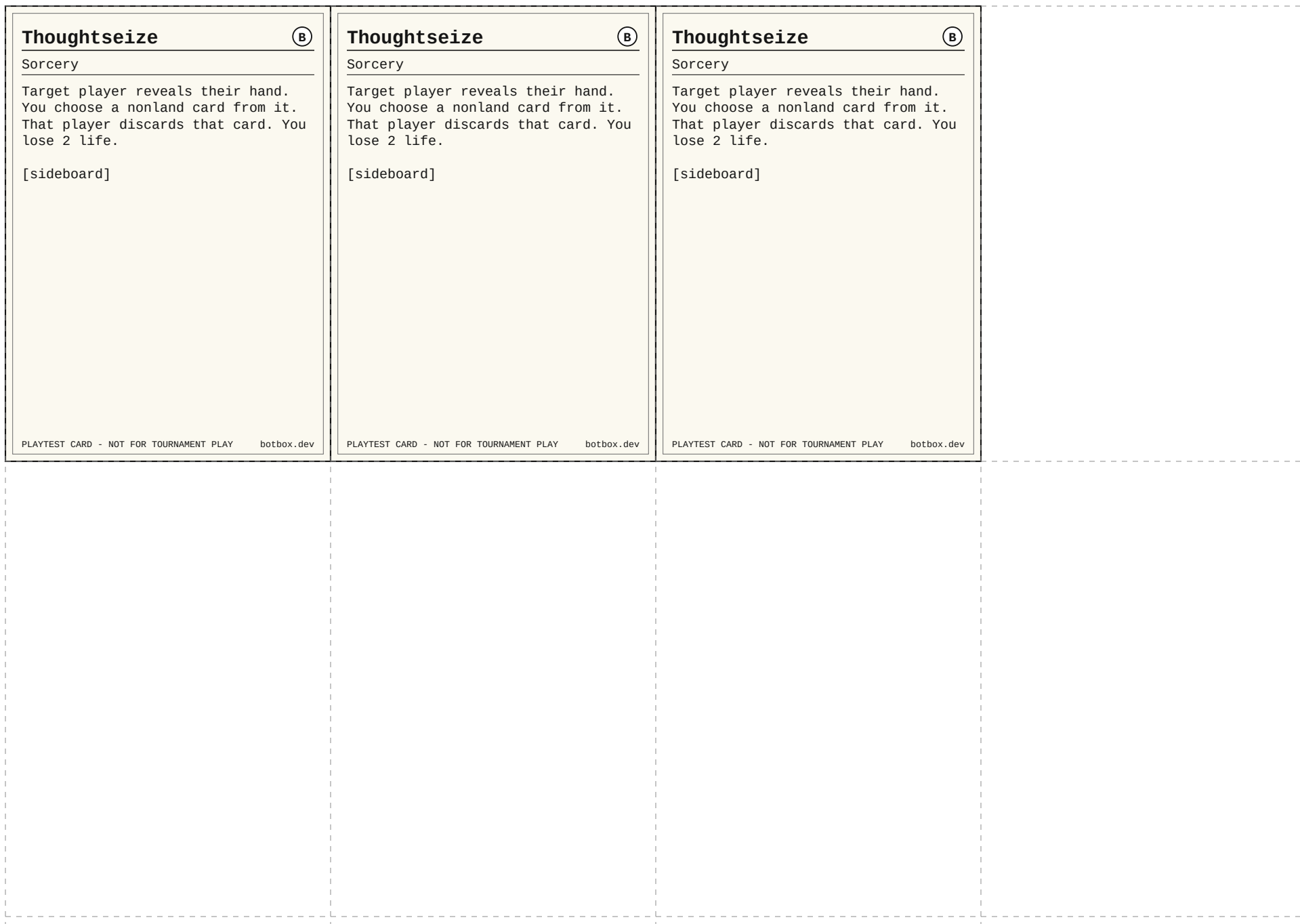
Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

[sidebar]

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 9/10 - 8 cards - 2.5 x 3.5 in each



Playtest cards - TheCeltic814 - Pioneer (Pioneer League)

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 10/10 - 3 cards - 2.5 x 3.5 in each