## Avenging Hunter {4}{G}

Creature -- Dragon Ranger

Trample
When this creature enters, you take the initiative.

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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When this creature enters, you take the initiative.

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Creature -- Dragon Ranger

Trample
When this creature enters, you take the initiative.

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

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{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - CaptainKirkk - Elves (Pauper League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

**Forest**

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fyndhorn Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fyndhorn Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Generous Ent {5}{G}

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Lead the Stampede {2}{G}

Sorcery

Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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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


## Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

**1/1**

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{T}: Add {G}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Masked Vandal {1}{G}

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nyxborn Hydra {X}{G}

Enchantment Creature -- Hydra

Bestow {X}{G}{G} (If you cast this card for its bestow cost, it's an Aura spell with enchant creature. It becomes a creature again if it's not attached.)
Reach, trample
This permanent enters with X +1/+1 counters on it.
Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.

**0/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - CaptainKirkk - Elves (Pauper League)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment Creature -- Hydra

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Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.

**0/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Priest of Titania {1}{G}

Creature -- Elf Druid

{T}: Add {G} for each Elf on the battlefield.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Creature -- Elf Druid

{T}: Add {G} for each Elf on the battlefield.

**1/1**

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


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**1/1**

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


### Sagu Wildling {4}{G}

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

**3/3**

- - - ADVENTURE - - -

### Roost Seek {G}

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**3/3**

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Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


### Timberwatch Elf {2}{G}

Creature -- Elf

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


### Timberwatch Elf {2}{G}

Creature -- Elf

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

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**1/2**

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**Playtest cards - CaptainKirkk - Elves (Pauper League)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Winding Way (1)(G)

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Winding Way (1)(G)

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Winding Way (1)(G)

Sorcery

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deglamer (1)(G)

Instant

Choose target artifact or enchantment. Its owner shuffles it into their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Deglamer (1)(G)

Instant

Choose target artifact or enchantment. Its owner shuffles it into their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Faerie Macabre (1)(B)(B)

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Faerie Macabre (1)(B)(B)

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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## Monstrous Emergence {1}{G}

Sorcery

As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.
Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Pulse of Murasa {2}{G}

Instant

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sagu Wildling {4}{G}

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

[sideboard]

**3/3**

- - - ADVENTURE - - -

## Roost Seek {G}

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Sagu Wildling {4}{G}

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Flying
When this creature enters, you gain 3 life.

[sideboard]

**3/3**

- - - ADVENTURE - - -

## Roost Seek {G}

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - CaptainKirkk - Elves (Pauper League)** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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## Vitu-Ghazi Inspector {1}{G}

Creature -- Elf Detective

As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.)
Reach
When this creature enters, if evidence was collected, put a +1/+1 counter on target creature and you gain 2 life.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

**1/3**

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[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - CaptainKirkk - Elves (Pauper League)** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.