

Bayou Groff 1 6 Creature -- Plant Dog As an additional cost to cast this spell, sacrifice a creature or pay {3}. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bayou Groff 1 6 Creature -- Plant Dog As an additional cost to cast this spell, sacrifice a creature or pay {3}. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bayou Groff 1 6 Creature -- Plant Dog As an additional cost to cast this spell, sacrifice a creature or pay {3}. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bayou Groff 1 6 Creature -- Plant Dog As an additional cost to cast this spell, sacrifice a creature or pay {3}. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Burning-Tree Emissary R/G R/G Creature -- Human Shaman When this creature enters, add {R}{G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Elephant Guide 26 Enchantment -- Aura Enchant creature Enchanted creature gets +3/+3. When enchanted creature dies, create a 3/3 green Elephant creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elephant Guide 26 Enchantment -- Aura Enchant creature Enchanted creature gets +3/+3. When enchanted creature dies, create a 3/3 green Elephant creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elephant Guide 26 Enchantment -- Aura Enchant creature Enchanted creature gets +3/+3. When enchanted creature dies, create a 3/3 green Elephant creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elven Farsight 6 Sorcery Scry 3, then you may reveal the top card of your library. If a creature card is revealed this way, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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G G Garruk's Companion Creature -- Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	G G Garruk's Companion Creature -- Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	G G Garruk's Companion Creature -- Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	G G Garruk's Companion Creature -- Beast Trample (This creature can deal excess combat damage to the player or planeswalker it's attacking.) 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
5 G Generous Ent 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 PLAYbotbox.dev	5 G Generous Ent 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 PLAYbotbox.dev	GP Mutagenic Growth Instant {G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn. GP PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	GP Mutagenic Growth Instant {G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn. GP PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nettle Sentinel G Creature -- Elf Warrior 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	Nettle Sentinel G Creature -- Elf Warrior 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	Nettle Sentinel G Creature -- Elf Warrior 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
Nyxborn Hydra XG 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	Nyxborn Hydra XG 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	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - cavi92 - Pauper (Lega Pauper Albenga Tappa 1)

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 6/10 - 8 cards - 2.5 x 3.5 in each

G

Enchant creature
Enchanted creature gets +2/+0 and
has trample.
When this Aura is put into a
graveyard from the battlefield,
return it to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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Enchanted creature gets +2/+0 and
has trample.
When this Aura is put into a
graveyard from the battlefield,
return it to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑥

Flying
When this creature enters, you gain 3
life.

3/3

G

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

4 G

Flying
When this creature enters, you gain 3
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3/3

G

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

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Young Wolf ⑥ Creature -- Wolf Undying (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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Young Wolf ⑥ Creature -- Wolf Undying (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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Young Wolf ⑥ Creature -- Wolf Undying (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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Young Wolf ⑥ Creature -- Wolf Undying (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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gleeful Sabotage ①⑥ Sorcery Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Sabotage ①⑥ Sorcery Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Sabotage ①⑥ Sorcery Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Sabotage ①⑥ Sorcery Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mire Boa ①⑥ Creature -- Snake Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) {G}: Regenerate this creature. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mire Boa ①⑥ Creature -- Snake Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) {G}: Regenerate this creature. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mire Boa ①⑥ Creature -- Snake Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) {G}: Regenerate this creature. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mire Boa ①⑥ Creature -- Snake Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) {G}: Regenerate this creature. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.) [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Scattershot Archer ⑥ Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scattershot Archer ⑥ Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scattershot Archer ⑥ Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scattershot Archer ⑥ Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Weather the Storm 1 6 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weather the Storm 1 6 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Weather the Storm 1 6 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	