

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
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

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
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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ironshell Beetle

① ②

Creature -- Insect

When this creature enters, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ironshell Beetle

① ② G

Creature -- Insect

When this creature enters, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ironshell Beetle

① ⑥

Creature -- Insect

When this creature enters, put a +1/+1 counter on target creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaspera Sentinel

G

Creature -- Elf Rogue

Reach
{T}, Tap an untapped creature you control: Add one mana of any color.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jungle Hollow

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Larger Than Life

① ⑥

Sorcery

Target creature gets +4/+4 and gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves

G

Creature -- Elf Druid

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Atrain1788 - Pauper (Cambridge Pauper League Season 2 Day 10)

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 5/10 - 8 cards - 2.5 x 3.5 in each

Mother Bear 1G Creature -- Bear {3}{G}{G}, Exile this card from your graveyard: Create two 2/2 green Bear creature tokens. Activate only as a sorcery. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Murasa Behemoth 4GG Creature -- Beast Trample This creature gets +3/+3 as long as there is a land card in your graveyard. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nimble Mongoose G Creature -- Mongoose Shroud (This creature can't be the target of spells or abilities.) Threshold -- This creature gets +2/+2 as long as there are seven or more cards in your graveyard. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portcullis Vine G Creature -- Plant Wall Defender (This creature can't attack.) {2}, {T}, Sacrifice a creature with defender: Draw a card. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Portcullis Vine G Creature -- Plant Wall Defender (This creature can't attack.) {2}, {T}, Sacrifice a creature with defender: Draw a card. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rugged Highlands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrounging Bandar 1G Creature -- Cat Monkey This creature enters with two +1/+1 counters on it. At the beginning of your upkeep, you may move any number of +1/+1 counters from this creature onto another target creature. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scryb Sprites G Creature -- Faerie Flying 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Wurm (5)(G)(G) Creature -- Wurm 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.) Trample 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunbathing Rootwalla (1)(G) Creature -- Lizard Domain -- {3}{G}: Until end of turn, this creature gets +1/+1 for each basic land type among lands you control. Activate only once each turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Shepherd (2)(G) Creature -- Human Druid Vigilance Whenever this creature attacks, roll a d20. 1--9 You gain 1 life. 10--19 You gain 2 life. 20 You gain 5 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sylvan Shepherd (2)(G) Creature -- Human Druid Vigilance Whenever this creature attacks, roll a d20. 1--9 You gain 1 life. 10--19 You gain 2 life. 20 You gain 5 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Treetop Ambusher (1)(G) Creature -- Elf Berserker Dash {1}{G} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) Whenever this creature attacks, target creature you control gets +1/+1 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Treetop Ambusher (1)(G) Creature -- Elf Berserker Dash {1}{G} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) Whenever this creature attacks, target creature you control gets +1/+1 until end of turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twin-Silk Spider (2)(G) Creature -- Spider Reach When this creature enters, create a 1/2 green Spider creature token with reach. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twin-Silk Spider (2)(G) Creature -- Spider Reach When this creature enters, create a 1/2 green Spider creature token with reach. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dire Wolf Prowler 2 6 Creature -- Wolf {1}{6}: This creature gets +2/+2 and gains haste until end of turn. Activate only once each turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dire Wolf Prowler 2 6 Creature -- Wolf {1}{6}: This creature gets +2/+2 and gains haste until end of turn. Activate only once each turn. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Fury 6 Instant Buyback {4} (You may pay an additional {4} as you cast this spell. If you do, put this card into your hand as it resolves.) Target creature gets +2/+2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fin-Clade Fugitives 5 6 Creature -- Elf Salamander Rogue This creature can't be blocked by creatures with power 2 or less. Encore {4}{6} ({4}{6}), Exile this card from your graveyard: For each opponent, create a token copy that attacks that opponent this turn if able. They gain haste. Sacrifice them at the beginning of the next end step. Activate only as a sorcery.) [sideboard] 7/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
King Harald's Revenge 2 6 Sorcery Until end of turn, target creature gets +1/+1 for each creature you control and gains trample. It must be blocked this turn if able. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	King Harald's Revenge 2 6 Sorcery Until end of turn, target creature gets +1/+1 for each creature you control and gains trample. It must be blocked this turn if able. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Herd 2 6 6 Sorcery Create a 3/3 green Elephant creature token. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trumpeting Herd 2 6 6 Sorcery Create a 3/3 green Elephant creature token. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wildheart Invoker 2 6 6 Creature -- Elf Shaman {8}: Target creature gets +5/+5 and gains trample until end of turn. (It can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Sojourner 7 6 Creature -- Treefolk Domain -- This spell costs {1} less to cast for each basic land type among lands you control. [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yavimaya Sojourner 7 6 Creature -- Treefolk Domain -- This spell costs {1} less to cast for each basic land type among lands you control. [sideboard] 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
---	---	---	--