**Forest**

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Gemhide Sliver** {1}{G}

Creature -- Sliver

All Slivers have "{T}: Add one mana of any color."

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Sliver

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**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PasD3 - Pauper ([Turin Sat 09:00] Path to Paupergeddon)** 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.

## 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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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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


## Heart Sliver {1}{R}

Creature -- Sliver

All Sliver creatures have haste.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Holdout Settlement

Land

{T}: Add {C}. ({C} represents colorless mana.)
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Holdout Settlement

Land

{T}: Add {C}. ({C} represents colorless mana.)
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Holdout Settlement

Land

{T}: Add {C}. ({C} represents colorless mana.)
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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## Hunter Sliver {1}{R}

Creature -- Sliver

All Sliver creatures have provoke. (Whenever a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hunter Sliver {1}{R}

Creature -- Sliver

All Sliver creatures have provoke. (Whenever a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hunter Sliver {1}{R}

Creature -- Sliver

All Sliver creatures have provoke. (Whenever a Sliver attacks, its controller may have target creature defending player controls untap and block it if able.)

**1/1**

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

## 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.

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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

## Muscle Sliver {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Muscle Sliver {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PasD3 - Pauper ([Turin Sat 09:00] Path to Paupergeddon)** sheet 3/10 - 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.

**Muscle Sliver** {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Muscle Sliver** {1}{G}

Creature -- Sliver

All Sliver creatures get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

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**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plated Sliver** {W}

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plated Sliver** {W}

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Plated Sliver** (W)

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plated Sliver** (W)

Creature -- Sliver

All Sliver creatures get +0/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Predatory Sliver** (1)(G)

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Predatory Sliver** (1)(G)

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Predatory Sliver** (1)(G)

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Predatory Sliver** (1)(G)

Creature -- Sliver

Sliver creatures you control get +1/+1.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Prismatic Strands** (2)(W)

Instant

Prevent all damage that sources of the color of your choice would deal this turn.
Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Prismatic Strands** (2)(W)

Instant

Prevent all damage that sources of the color of your choice would deal this turn.
Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PasD3 - Pauper ([Turin Sat 09:00] Path to Paupergeddon)** 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.

## Radiant Grove

Land -- Forest Plains

({T}: Add {G} or {W}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sentinel Sliver {1}{W}

Creature -- Sliver

Sliver creatures you control have vigilance. (Attacking doesn't cause them to tap.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sentinel Sliver {1}{W}

Creature -- Sliver

Sliver creatures you control have vigilance. (Attacking doesn't cause them to tap.)

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sidewinder Sliver {W}

Creature -- Sliver

All Sliver creatures have flanking. (Whenever a creature without flanking blocks a Sliver, the blocking creature gets -1/-1 until end of turn.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sidewinder Sliver {W}

Creature -- Sliver

All Sliver creatures have flanking. (Whenever a creature without flanking blocks a Sliver, the blocking creature gets -1/-1 until end of turn.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sidewinder Sliver {W}

Creature -- Sliver

All Sliver creatures have flanking. (Whenever a creature without flanking blocks a Sliver, the blocking creature gets -1/-1 until end of turn.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sidewinder Sliver {W}

Creature -- Sliver

All Sliver creatures have flanking. (Whenever a creature without flanking blocks a Sliver, the blocking creature gets -1/-1 until end of turn.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sinew Sliver {1}{W}

Creature -- Sliver

All Sliver creatures get +1/+1.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sinew Sliver {1}{W}

Creature -- Sliver

All Sliver creatures get +1/+1.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PasD3 - Pauper ([Turin Sat 09:00] Path to Paupergeddon)** sheet 6/10 - 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.

## Sinew Sliver (1)(W)

Creature -- Sliver

All Sliver creatures get +1/+1.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sinew Sliver (1)(W)

Creature -- Sliver

All Sliver creatures get +1/+1.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thraben Charm (1)(W)

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thraben Charm (1)(W)

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thriving Grove

Land

This land enters tapped. As it enters, choose a color other than green.
{T}: Add {G} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thriving Grove

Land

This land enters tapped. As it enters, choose a color other than green.
{T}: Add {G} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thriving Grove

Land

This land enters tapped. As it enters, choose a color other than green.
{T}: Add {G} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thriving Heath

Land

This land enters tapped. As it enters, choose a color other than white.
{T}: Add {W} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Winding Way 1G

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 1G

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 1G

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 1G

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


## Crypt Sliver 1B

Creature -- Sliver

All Slivers have "{T}: Regenerate target Sliver."

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Crypt Sliver 1B

Creature -- Sliver

All Slivers have "{T}: Regenerate target Sliver."

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crypt Sliver 1B

Creature -- Sliver

All Slivers have "{T}: Regenerate target Sliver."

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Faerie Macabre 1BB

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

**Playtest cards - PasD3 - Pauper ([Turin Sat 09:00] Path to Paupergeddon)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Hallow {W}

Instant

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallow {W}

Instant

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallow {W}

Instant

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sideboard]

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Shapeshifter

Changeling (This card is every creature type.)
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[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Standard Bearer {1}{W}

Creature -- Human Flagbearer

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Standard Bearer {1}{W}

Creature -- Human Flagbearer

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

[sideboard]

1/1

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**Winged Sliver** 1U

Creature -- Sliver

All Sliver creatures have flying.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Winged Sliver** 1U

Creature -- Sliver

All Sliver creatures have flying.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Winged Sliver** 1U

Creature -- Sliver

All Sliver creatures have flying.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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