**Avenging Hunter** 4G

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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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

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

**Forest**

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Badibba - Elves (Pauper Challenge 32)** 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

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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

## 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.")
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**5/7**

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**5/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gingerbread Cabin

Land -- Forest

({T}: Add {G}.)
This land enters tapped unless you control three or more other Forests.
When this land enters untapped, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## 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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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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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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Creature -- Elf Druid

{T}: Add {G}.

**1/1**

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

**Playtest cards - Badibba - Elves (Pauper Challenge 32)** sheet 4/10 - 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.

## 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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Creature -- Shapeshifter

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Shapeshifter

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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


## 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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**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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**Priest of Titania** {1}{G}

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1/1

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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

**Quirion Ranger** {G}

Creature -- Elf Ranger

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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

**Playtest cards - Badibba - Elves (Pauper Challenge 32)** 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.

## Sagu Wildling {4}{G}

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**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

## 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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vines of Vastwood {G}

Instant

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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## Vines of Vastwood {G}

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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

**Playtest cards - Badibba - Elves (Pauper Challenge 32)** sheet 7/10 - 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.

## 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

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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


## 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

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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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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


## 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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## 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.
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[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Primordial Pachyderm (3)(G)

Creature -- Elephant Avatar

Reach, trample
When this creature enters, you gain 2 life.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Primordial Pachyderm (3)(G)

Creature -- Elephant Avatar

Reach, trample
When this creature enters, you gain 2 life.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scattershot Archer (G)

Creature -- Elf Archer

{T}: This creature deals 1 damage to each creature with flying.

[sideboard]

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scattershot Archer (G)

Creature -- Elf Archer

{T}: This creature deals 1 damage to each creature with flying.

[sideboard]

**1/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spinewoods Paladin (4)(G)

Creature -- Human Knight

Trample
When this creature enters, you gain 3 life.
Plot {3}{G} (You may pay {3}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)

[sideboard]

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Spinewoods Paladin 4G

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[sideboard]

**5/4**

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[sideboard]

**5/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

**5/4**

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