Aquastrand Spider (1)(G)

Creature -- Spider Mutant

Graft 2 (This creature enters with two +1/+1 counters on it. Whenever another creature enters, you may move a +1/+1 counter from this creature onto it.)
{G}: Target creature with a +1/+1 counter on it gains reach until end of turn. (It can block creatures with flying.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Contagious Vorrac (2)(G)

Creature -- Phyrexian Boar Beast

When this creature enters, look at the top four cards of your library. You may reveal a land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. If you didn't put a card into your hand this way, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Minero - Pauper (Mont Weekly FNM Pauper) 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.

Duskshell Crawler (1)(G)

Creature -- Insect

When this creature enters, put a +1/+1 counter on target creature. Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Experiment One (G)

Creature -- Human Ooze

Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)
Remove two +1/+1 counters from this creature: Regenerate it. (The next time this creature would be destroyed this turn, instead tap it, remove it from combat, and heal all damage on it.)

1/1

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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Playtest cards - Minero - Pauper (Mont Weekly FNM Pauper) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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Playtest cards - Minero - Pauper (Mont Weekly FNM Pauper) 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.

Hunger of the Howlpack {G}

Instant

Put a +1/+1 counter on target creature.
Morbid -- Put three +1/+1 counters on that creature instead if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Knight of Wundagore {1}{G}

Creature -- Cat Knight Villain

Trample
Whenever you put a +1/+1 counter on another creature, put a +1/+1 counter on this creature. This ability triggers only once each turn.

2/1

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Longstalk Brawl (G)

Sorcery

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
Choose target creature you control and target creature you don't control. Put a +1/+1 counter on the creature you control if the gift was promised. Then those creatures fight each other.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Servant of the Scale (G)

Creature -- Human Soldier

This creature enters with a +1/+1 counter on it.
When this creature dies, put X +1/+1 counters on target creature you control, where X is the number of +1/+1 counters on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skarrgan Pit-Skulk (G)

Creature -- Human Warrior

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters with a +1/+1 counter on it.)
Creatures with power less than this creature's power can't block it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Warrior

Bloodthirst 1 (If an opponent was dealt damage this turn, this creature enters with a +1/+1 counter on it.)
Creatures with power less than this creature's power can't block it.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Minero - Pauper (Mont Weekly FNM Pauper) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smell Fear {1}{G}

Sorcery

Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
Target creature you control fights up to one target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunshower Druid {G}

Creature -- Frog Druid

When this creature enters, put a +1/+1 counter on target creature and you gain 1 life.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunshower Druid {G}

Creature -- Frog Druid

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Playtest cards - Minero - Pauper (Mont Weekly FNM Pauper) 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.

Thirsting Roots (G)

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Life Goes On (G)

Instant

You gain 4 life. If a creature died this turn, you gain 8 life instead.

[sideboard]

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Playtest cards - Minero - Pauper (Mont Weekly FNM Pauper) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Origin of Metalbending (1)(G)

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil (G)

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tormod's Crypt 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tormod's Crypt 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

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Tormod's Crypt 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Minero - Pauper (Mont Weekly FNM Pauper) 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.