Arbor Elf (G)

Creature -- Elf Druid

{T}: Untap target Forest.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avenging Hunter (4)(G)

Creature -- Dragon Ranger

Trample
When this creature enters, you take the initiative.

5/4

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Elvish Mystic (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

Ephemerate (W)

Instant

Exile target creature you control, then return it to the battlefield under its owner's control.
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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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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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5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goliath Paladin (4)(W)

Creature -- Giant Knight

Vigilance
When this creature enters, you take the initiative.

3/6

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Jaspera Sentinel {G}

Creature -- Elf Rogue

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

1/2

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1/2

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Might of the Masses {G}

Instant

Target creature gets +1/+1 until end of turn for each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pegasus Guardian {5}{W}

Creature -- Pegasus

Flying
At the beginning of your end step, if a permanent you controlled left the battlefield this turn, create a 1/1 white Pegasus creature token with flying.

3/3

- - - ADVENTURE - - -

Rescue the Foal {1}{W}

Instant -- Adventure

Exile target creature you control, then return that card to the battlefield under its owner's control. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - pykexer - Pauper v3 Group F032BB (Pegasus Guardian // Rescue the Foal, Av sheet 6/9 - 8 cards - 2.5 x 3.5 in each

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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

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Creature -- Elf Ranger

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radiant Grove

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Salt Road Packbeast (5)(W)

Creature -- Beast

Affinity for creatures (This spell costs {1} less to cast for each creature you control.)
When this creature enters, draw a card.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Salt Road Packbeast (5)(W)

Creature -- Beast

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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.

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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.

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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

Avacyn's Pilgrim (G)

Creature -- Human Monk

{T}: Add {W}.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avacyn's Pilgrim (G)

Creature -- Human Monk

{T}: Add {W}.

[sideboard]

1/1

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

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Primordial Pachyderm 3G

Creature -- Elephant Avatar

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[sideboard]

4/4

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Primordial Pachyderm 3G

Creature -- Elephant Avatar

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[sideboard]

4/4

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