

Birchlore Rangers ⑥ Creature -- Elf Druid Ranger Tap two untapped Elves you control: Add one mana of any color. Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birchlore Rangers ⑥ Creature -- Elf Druid Ranger Tap two untapped Elves you control: Add one mana of any color. Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birchlore Rangers ⑥ Creature -- Elf Druid Ranger Tap two untapped Elves you control: Add one mana of any color. Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birchlore Rangers ⑥ Creature -- Elf Druid Ranger Tap two untapped Elves you control: Add one mana of any color. Morph {G} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crashing Drawbridge ② Artifact Creature -- Wall Defender {T}: Creatures you control gain haste until end of turn. <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crashing Drawbridge ② Artifact Creature -- Wall Defender {T}: Creatures you control gain haste until end of turn. <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Distant Melody ③ ① Sorcery Choose a creature type. Draw a card for each permanent you control of that type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Distant Melody ③ ① Sorcery Choose a creature type. Draw a card for each permanent you control of that type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Mystic</div><div>6</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Vanguard</div><div>16</div><div>Creature -- Elf Warrior</div><div>Whenever another Elf enters, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Elvish Vanguard</div><div>16</div><div>Creature -- Elf Warrior</div><div>Whenever another Elf enters, put a +1/+1 counter on this creature.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Fyndhorn Elves</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Generous Ent</div><div>Creature -- Treefolk</div><div>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.)</div><div>5/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jaspera Sentinel</div><div>Creature -- Elf Rogue</div><div>Reach {T}, Tap an untapped creature you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jaspera Sentinel</div><div>Creature -- Elf Rogue</div><div>Reach {T}, Tap an untapped creature you control: Add one mana of any color.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Jaspera Sentinel ⑥ Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jaspera Sentinel ⑥ Creature -- Elf Rogue Reach {T}, Tap an untapped creature you control: Add one mana of any color. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lead the Stampede ②⑥ 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 ②⑥ 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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<p>Negate 1 U</p> <p>Instant</p> <p>Counter target noncreature spell.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Priest of Titania 1 G</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Priest of Titania 1 G</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Priest of Titania 1 G</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Priest of Titania 1 G</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G} for each Elf on the battlefield.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Quirion Ranger G</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Quirion Ranger G</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Quirion Ranger G</p> <p>Creature -- Elf Ranger</p> <p>Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - tarmogoyf_ita - Pauper (Pauper League)

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 6/10 - 8 cards - 2.5 x 3.5 in each

G

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

② ⑥

{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

② ⑥

{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

② ⑥

{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

2 G

{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

8

Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.)
This creature attacks each combat if able.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{T}: You gain 1 life for each Elf on the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

{T}: You gain 1 life for each Elf on the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Blue Elemental Blast</div><div>Ⓢ</div></div><div>Instant</div><div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blue Elemental Blast</div><div>Ⓢ</div></div><div>Instant</div><div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blue Elemental Blast</div><div>Ⓢ</div></div><div>Instant</div><div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blue Elemental Blast</div><div>Ⓢ</div></div><div>Instant</div><div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Dispel U </div> <div> Instant </div> <div> Counter target instant spell. [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Dispel U </div> <div> Instant </div> <div> Counter target instant spell. [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Gleeful Sabotage 1G </div> <div> Sorcery </div> <div> Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.) [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Gleeful Sabotage 1G </div> <div> Sorcery </div> <div> Destroy target artifact or enchantment. Conspire (As you cast this spell, you may tap two untapped creatures you control that share a color with it. When you do, copy it and you may choose a new target for the copy.) [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Masked Vandal 1G </div> <div> Creature -- Shapeshifter </div> <div> 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] </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Masked Vandal 1G </div> <div> Creature -- Shapeshifter </div> <div> 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] </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Scattershot Archer G </div> <div> Creature -- Elf Archer </div> <div> {T}: This creature deals 1 damage to each creature with flying. [sideboard] </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Scattershot Archer G </div> <div> Creature -- Elf Archer </div> <div> {T}: This creature deals 1 damage to each creature with flying. [sideboard] </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div>Shield Wall</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Creatures you control get +0/+2 until end of turn.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Shield Wall</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div>Creatures you control get +0/+2 until end of turn.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Valakut Invoker</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Creature -- Human Shaman</div> <div>{8}: This creature deals 3 damage to any target.</div> <div>[sideboard]</div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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