

Annoyed Altisaur 5GG Creature -- Dinosaur Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annoyed Altisaur 5GG Creature -- Dinosaur Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annoyed Altisaur 5GG Creature -- Dinosaur Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annoyed Altisaur 5GG Creature -- Dinosaur Reach, trample Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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	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	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	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

Playtest cards - briera96 - 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 1/10 - 8 cards - 2.5 x 3.5 in each

Axebane Guardian (2)(G) Creature -- Human Druid Defender {T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Axebane Guardian (2)(G) Creature -- Human Druid Defender {T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Axebane Guardian (2)(G) Creature -- Human Druid Defender {T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Axebane Guardian (2)(G) Creature -- Human Druid Defender {T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Boarding Party (5)(R) Creature -- Human Pirate Haste Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boarding Party (5)(R) Creature -- Human Pirate Haste Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boarding Party (5)(R) Creature -- Human Pirate Haste Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boarding Party (5)(R) Creature -- Human Pirate Haste Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.) 6/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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<div>Generous Ent</div> <div>56</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>Generous Ent</div> <div>56</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>Generous Ent</div> <div>56</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>Generous Ent</div> <div>56</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>

2 G

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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$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{T}: Add {G} for each creature you control with defender.

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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0/4

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Overgrown Battlement ①⑥ Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger ⑥ 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 ⑥ 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 ⑥ 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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Saruli Caretaker (G) Creature -- Dryad Defender {T}, Tap an untapped creature you control: Add one mana of any color. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Wall (G) Creature -- Plant Wall Defender (This creature can't attack.) Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tinder Wall (G) Creature -- Plant Wall Defender (This creature can't attack.) Sacrifice this creature: Add {R}{R}. {R}, Sacrifice this creature: It deals 2 damage to target creature it's blocking. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tuktuk Rubblefort (2)(R) Creature -- Wall Defender, reach Creatures you control have haste. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Tuktuk Rubblefort (2)(R) Creature -- Wall Defender, reach Creatures you control have haste. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valakut Invoker (2)(R) Creature -- Human Shaman {8}: This creature deals 3 damage to any target. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vivien's Grizzly (2)(G) Creature -- Bear Spirit {3}{G}: Look at the top card of your library. If it's a creature or planeswalker card, you may reveal it and put it into your hand. If you don't put the card into your hand, put it on the bottom of your library. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots (1)(G) Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. <div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wall of Roots (1)(G) Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. <div>0/5</div> 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	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
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	Breath Weapon (2)(R) Instant Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drift of Phantasms (2)(U) Creature -- Spirit Defender (This creature can't attack.) Flying Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) [sideboard] <div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drift of Phantasms (2)(U) Creature -- Spirit Defender (This creature can't attack.) Flying Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) [sideboard] <div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drift of Phantasms (2)(U) <hr/> Creature -- Spirit <hr/> Defender (This creature can't attack.) Flying Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) [sideboard] <div>0/5</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>	Freed from the Real (2)(U) <hr/> Enchantment -- Aura <hr/> Enchant creature {U}: Tap enchanted creature. {U}: Untap enchanted creature. [sideboard] <div></div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>	Galvanic Alchemist (2)(U) <hr/> Creature -- Human Wizard <hr/> Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, each of those creatures has "{2}{U}: Untap this creature." [sideboard] <div>1/4</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>	Gorilla Shaman (R) <hr/> Creature -- Ape Shaman <hr/> {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] <div>1/1</div> <small>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</small>
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<div> Nylea's Disciple 2GG </div> <div> Creature -- Centaur Archer </div> <div> When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.) </div> <div> [sideboard] </div> <div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Reaping the Graves 2B </div> <div> Instant </div> <div> Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) </div> <div> [sideboard] </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Secret Door U </div> <div> Artifact Creature -- Wall </div> <div> Defender {4}{U}: Venture into the dungeon. Activate only as a sorcery. (Enter the first room or advance to the next room.) </div> <div> [sideboard] </div> <div> <div>0/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> Shield-Wall Sentinel 4 </div> <div> Artifact Creature -- Golem </div> <div> Defender When this creature enters, you may search your library for a creature card with defender, reveal it, put it into your hand, then shuffle. </div> <div> [sideboard] </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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