

Avenging Hunter 4 G Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birchlore Rangers G 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Birchlore Rangers G 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Essence Warden 6 Creature -- Elf Shaman Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Warden 6 Creature -- Elf Shaman Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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G

$$\{T\} : \text{Add } \{G\}.$$

1/1

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G

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

1/2

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Ⓒ

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/2

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② ⑥

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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2G

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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G

 $\{T\} : \text{Add } \{G\}.$

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nyxborn Hydra 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 PLAYbotbox.dev	Nyxborn Hydra 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 PLAYbotbox.dev	Nyxborn Hydra 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 PLAYbotbox.dev
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Playtest cards - newbarola - Pauper (Pauper Challenge 32)

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

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

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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.

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Vines of Vastwood

Ⓒ

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.

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Wellwisher

① ②

Creature -- Elf

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wellwisher

① ② G

Creature -- Elf

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wellwisher

① ⑥

Creature -- Elf

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wellwisher

① ② G

Creature -- Elf

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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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① ②

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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3 W

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

[sidebar]

2/4

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③ ④ W

While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.

[sideboard]

2/4

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④ ⑤

When this creature enters, you become the monarch.
This creature can block an additional creature each combat as long as you're the monarch.

[sideboard]

4/4

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W

Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallow W Instant Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallow W Instant Prevent all damage target spell would deal this turn. You gain life equal to the damage prevented this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mana Leak 1U Instant Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak 1U Instant Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak 1U Instant Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak 1U Instant Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Voracious Varmint

① ②

Creature -- Varmint

Vigilance
{1}, Sacrifice this creature:
Destroy target artifact or
enchantment.

[sidebar]

2/2

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Voracious Varmint

① ⑥

Creature -- Varmint

Vigilance
{1}, Sacrifice this creature:
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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voracious Varmint

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[sideboard]

2/2

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