

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.) 1/1 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.) 1/1 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.) 1/1 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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Distant Melody ③ ① ② 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 ② 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 ② Sorcery Choose a creature type. Draw a card for each permanent you control of that type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TheMaverickGirl - Pauper (Pauper Challenge)

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

Elvish Mystic ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Vanguard ①⑥ Creature -- Elf Warrior Whenever another Elf enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Vanguard ①⑥ Creature -- Elf Warrior Whenever another Elf enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Elvish Vanguard ①⑥ Creature -- Elf Warrior Whenever another Elf enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Elvish Vanguard ①⑥ Creature -- Elf Warrior Whenever another Elf enters, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves

Creature -- Elf Druid

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves

Creature -- Elf Druid

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lead the Stampede

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.

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Llanowar Elves

Creature -- Elf Druid

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Elves ⑥ Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lys Alana Huntmaster ②⑥⑥ Creature -- Elf Warrior Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lys Alana Huntmaster ②⑥⑥ Creature -- Elf Warrior Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lys Alana Huntmaster ②⑥⑥ Creature -- Elf Warrior Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lys Alana Huntmaster ②⑥⑥ Creature -- Elf Warrior Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nettle Sentinel ⑥ Creature -- Elf Warrior This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nettle Sentinel ⑥ Creature -- Elf Warrior This creature doesn't untap during your untap step. Whenever you cast a green spell, you may untap this creature. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Priest of Titania ①⑥ Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Titania ①⑥ Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Titania ①⑥ Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Priest of Titania ①⑥ Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

① ②

When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

{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

2G

{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

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

①

Equipped creature has "{T}": This creature deals 1 damage to any target."
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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Equipped creature has "{T}: This creature deals 1 damage to any target."
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wellwisher ①⑥ Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wellwisher ①⑥ Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wellwisher ①⑥ Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wellwisher ①⑥ Creature -- Elf {T}: You gain 1 life for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Essence Warden ⑥ Creature -- Elf Shaman Whenever another creature enters, you gain 1 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Sabotage ①⑥ Sorcery 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Sabotage ①⑥ Sorcery 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gleeful Sabotage ①⑥ Sorcery 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Luminescent Rain 2 G Instant Choose a creature type. You gain 2 life for each permanent you control of that type. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Luminescent Rain 2 G Instant Choose a creature type. You gain 2 life for each permanent you control of that type. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mob Justice 1 R Sorcery Mob Justice deals damage to target player or planeswalker equal to the number of creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Moment's Peace 1 G Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scattershot Archer G Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2	Scattershot Archer G Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2

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Spidersilk Armor ②⑥ Enchantment Creatures you control get +0/+1 and have reach. (They can block creatures with flying.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spidersilk Armor ②⑥ Enchantment Creatures you control get +0/+1 and have reach. (They can block creatures with flying.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrap in Vigor ①⑥ Instant Regenerate each creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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