Annoyed Altisaur {5}{G}{G}

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

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6/5

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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Playtest cards - uicswim - Pauper (Pauper League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaspera Sentinel {G}

Creature -- Elf Rogue

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jaspera Sentinel {G}

Creature -- Elf Rogue

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

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

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Nylea's Disciple {2}{G}{G}

Creature -- Centaur Archer

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.)

3/3

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overgrown Battlement {1}{G}

Creature -- Wall

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

0/4

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Overgrown Battlement {1}{G}

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 {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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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saruli Caretaker {G}

Creature -- Dryad

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

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dryad

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

0/3

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.

0/3

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0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tuktuk Rubblefort {2}{R}

Creature -- Wall

Defender, reach
Creatures you control have haste.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tuktuk Rubblefort {2}{R}

Creature -- Wall

Defender, reach
Creatures you control have haste.

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Valakut Invoker {2}{R}

Creature -- Human Shaman

{8}: This creature deals 3 damage to any target.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Winding Way 1G

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 1G

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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Winding Way 1G

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

Coalition Honor Guard 3W

Creature -- Human Flagbearer

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimson Acolyte 1W

Creature -- Human Cleric

Protection from red
{W}: Target creature gains protection from red until end of turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - uicswim - Pauper (Pauper League) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Flaring Pain {1}{R}

Instant

Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian Naga {5}{W}{W}

Creature -- Snake

Vigilance
During your turn, prevent all damage that would be dealt to this creature.

[sideboard]

5/6

- - - ADVENTURE - - -

Banishing Coils {2}{W}

Instant -- Adventure

Exile target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

3/3

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[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obsidian Acolyte {1}{W}

Creature -- Human Cleric

Protection from black
{W}: Target creature gains protection from black until end of turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - uicswim - Pauper (Pauper League) sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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Obsidian Acolyte (1)(W)

Creature -- Human Cleric

Protection from black
{W}: Target creature gains protection from black until end of turn.

[sideboard]

1/1

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]

1/2

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]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - uicswim - Pauper (Pauper League) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.