

G

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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Basic Land -- Forest

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

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Forest

Basic Land -- Forest

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

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Fyndhorn Elves

Creature -- Elf Druid

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

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Jaspera Sentinel

Creature -- Elf Rogue

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

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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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Nyxborn Hydra (X)(G) 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 PLAY botbox.dev	Nyxborn Hydra (X)(G) 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 PLAY botbox.dev	Nyxborn Hydra (X)(G) 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 PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Priest of Titania (1)(G) Creature -- Elf Druid {T}: Add {G} for each Elf on the battlefield. 1/1 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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Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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1/1

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Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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2G

{T}: Add one mana of any color. Suspend 2--~~{G}~~ (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost. It has haste.)

1/3

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1/3

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② ⑥

{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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2G

{T}: Target creature gets +X/+X until end of turn, where X is the number of Elves on the battlefield.

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{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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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

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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Wellwisher

① ②

Creature -- Elf

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

1/1

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Playtest cards - Raketa - Pauper (Pauper League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

Winding Way 16 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 PLAYbotbox.dev	Winding Way 16 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 PLAYbotbox.dev	Winding Way 16 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 PLAYbotbox.dev	Winding Way 16 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 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	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	Masked Vandal 16 Creature -- Shapeshifter 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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Masked Vandal 1 6 Creature -- Shapeshifter 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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Masked Vandal 1 6 Creature -- Shapeshifter 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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Masked Vandal 1 6 Creature -- Shapeshifter 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] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard]
Negate 1 U Instant Counter target noncreature spell. [sideboard]	Negate 1 U Instant Counter target noncreature spell. [sideboard]	Negate 1 U Instant Counter target noncreature spell. [sideboard]	Prohibit 1 U Instant Kicker {2} (You may pay an additional {2} as you cast this spell.) Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead. [sideboard]

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Kicker {2} (You may pay an additional {2} as you cast this spell.)
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

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Sandstorm deals 1 damage to each attacking creature.

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