

Elvish Mystic 6 Creature -- Elf Druid {T}: Add {G}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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
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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	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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Jaspera Sentinel ⑥ 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 ⑥ 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 ⑥ 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 ⑥ 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 ②⑥ 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	Lead the Stampede ②⑥ 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	Lead the Stampede ②⑥ 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	Lead the Stampede ②⑥ 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

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G G

Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G G

Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

Whenever you cast an Elf spell, you may create a 1/1 green Elf Warrior creature token.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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{T}: Add {G} for each Elf on the battlefield.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

```
{T}: Add {G} for each Elf on the battlefield.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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{T}: Add {G} for each Elf on the  
battlefield.
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

```
{T}: Add {G} for each Elf on the
battlefield.
```

1/1

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G

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

Ⓒ

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

Ⓒ

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

G

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

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

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 ⑥

{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

U

Choose one --

- * Counter target spell if it's red.
- * Destroy target permanent if it's red.

① ⑥

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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.

1/3

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① ⑥

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

①

```
{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
```

G

{T}: This creature deals 1 damage to each creature with flying.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓒ

{T}: This creature deals 1 damage to each creature with flying.

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.)
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Viridian Longbow ① Artifact -- Equipment 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrap in Vigor ①⑥ Instant Regenerate each creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrap in Vigor ①⑥ Instant Regenerate each creature you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - MandrillMan - 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 10/10 - 3 cards - 2.5 x 3.5 in each