

Bellowing Crier (1)(U) Creature -- Frog Advisor When this creature enters, draw a card, then discard a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep Analysis (3)(U) Sorcery Target player draws two cards. Flashback--(1){U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep Analysis (3)(U) Sorcery Target player draws two cards. Flashback--(1){U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Lead the Stampede26 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 PLAYbotbox.dev	Lead the Stampede26 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 PLAYbotbox.dev	Masked Vandal16 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Masked Vandal16 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. 1/3 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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mothdust Changeling ①U Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mothdust Changeling ①U Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mothdust Changeling ①U Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mothdust Changeling ①U Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persistent Petitioners ①①U Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persistent Petitioners ①①U Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - sammo - Pauper (Axion Now Commoners Cup)

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

G/U G/U

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, draw a card.

1/1

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G/U G/U

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)
This land enters tapped.

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Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)
This land enters tapped.

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($\{T\}$: Add $\{G\}$ or $\{U\}$.)
This land enters tapped.

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Land -- Forest Island

($\{T\}$: Add $\{G\}$ or $\{U\}$.)
This land enters tapped.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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

① ② G

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

① ②

Choose target artifact or
enchantment. Its owner shuffles it
into their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose target artifact or
enchantment. Its owner shuffles it
into their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Choose target artifact or
enchantment. Its owner shuffles it
into their library.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Choose target artifact or enchantment. Its owner shuffles it into their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mirrorshell Crab 5 U U Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mirrorshell Crab 5 U U Artifact Creature -- Crab Ward {3} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.) Channel -- {2}{U}, Discard this card: Counter target spell or ability unless its controller pays {3}. [sideboard] 5/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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