

**G**

$\{T\}$ : Untap target Forest.

1/1

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4 G

Trample  
When this creature enters, you take the initiative.

5/4

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④ ⑤

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When this creature enters, you take the initiative.

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When this creature enters, you take the initiative.

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④ ⑤

Trample  
When this creature enters, you take  
the initiative.

5/4

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <b>Bannerhide Krushok</b> (3)(G)<br>Creature -- Beast<br>Trample<br>Reinforce 2--{1}{G} ({1}{G}, Discard this card: Put two +1/+1 counters on target creature.)<br>Scavenge {5}{G}{G} ({5}{G}{G}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bannerhide Krushok</b> (3)(G)<br>Creature -- Beast<br>Trample<br>Reinforce 2--{1}{G} ({1}{G}, Discard this card: Put two +1/+1 counters on target creature.)<br>Scavenge {5}{G}{G} ({5}{G}{G}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bannerhide Krushok</b> (3)(G)<br>Creature -- Beast<br>Trample<br>Reinforce 2--{1}{G} ({1}{G}, Discard this card: Put two +1/+1 counters on target creature.)<br>Scavenge {5}{G}{G} ({5}{G}{G}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bannerhide Krushok</b> (3)(G)<br>Creature -- Beast<br>Trample<br>Reinforce 2--{1}{G} ({1}{G}, Discard this card: Put two +1/+1 counters on target creature.)<br>Scavenge {5}{G}{G} ({5}{G}{G}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>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.)<br><div>6/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             | <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>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.)<br><div>6/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             | <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>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.)<br><div>6/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             | <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>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.)<br><div>6/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                             |

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| <div>Eldrazi Repurposer<div>26</div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Eldrazi Repurposer<div>26</div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Eldrazi Repurposer<div>26</div><div>Creature -- Eldrazi Drone</div><div>Devoid (This card has no color.)<br/>When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Evolution Witness<div>26</div><div>Creature -- Elf Shaman Mutant</div><div>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)<br/>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div>Forest<div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div>Forest<div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div>Forest<div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                 | <div>Forest<div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                               |

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                 | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                 | <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                 | <div>Nyxborn Hydra</div> <div>Enchantment Creature -- Hydra</div> <div>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.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Nyxborn Hydra</div> <div>Enchantment Creature -- Hydra</div> <div>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.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nyxborn Hydra</div> <div>Enchantment Creature -- Hydra</div> <div>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.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nyxborn Hydra</div> <div>Enchantment Creature -- Hydra</div> <div>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.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Pulse of Murasa</div> <div>Instant</div> <div>Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                              |

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| <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color.<br>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. | <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color.<br>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. | <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color.<br>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. | <b>Utopia Sprawl</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant Forest<br>As this Aura enters, choose a color.<br>Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.                                                                                                                       |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                   |
| <b>Wild Growth</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant land<br>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.                                                                        | <b>Wild Growth</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant land<br>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.                                                                        | <b>Wild Growth</b> <span>Ⓞ</span><br><hr/> Enchantment -- Aura<br><hr/> Enchant land<br>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.                                                                        | <b>Writhing Chrysalis</b> <span>2</span> <span>Ⓡ</span> <span>Ⓞ</span><br><hr/> Creature -- Eldrazi Drone<br><hr/> Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                             | <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                    |

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| <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>You Meet in a Tavern</b> (2)(G)(G)<br>Sorcery<br>Choose one --<br>* Form a Party -- Look at the top five cards of your library. You may reveal any number of creature cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order.<br>* Start a Brawl -- Creatures you control get +2/+2 until end of turn.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Barrage of Boulders</b> (2)(R)<br>Sorcery<br>Barrage of Boulders deals 1 damage to each creature you don't control. Ferocious -- If you control a creature with power 4 or greater, creatures can't block this turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                  | <b>Cast into the Fire</b> (1)(R)<br>Instant<br>Choose one --<br>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br>* Exile target artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | <b>Cast into the Fire</b> (1)(R)<br>Instant<br>Choose one --<br>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br>* Exile target artifact.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | <b>Deglamer</b> (1)(G)<br>Instant<br>Choose target artifact or enchantment. Its owner shuffles it into their library.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                               |

① ②

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

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②③

Fiery Cannonade deals 2 damage to each non-Pirate creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Fiery Cannonade deals 2 damage to each non-Pirate creature.

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2GG

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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2GG

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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① ⑥

Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

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① ⑥

Target creature you control deals damage equal to its power to target creature you don't control. If the creature you control has trample, excess damage is dealt to that creature's controller instead.

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① ⑧

All creatures able to block this creature do so.  
Channel -- {2}{G}{G}, Discard this card: All creatures able to block target creature this turn do so.

1/2

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| <div><div><div>Shinen of Life's Roar</div><div>①⑥</div></div><div>Creature -- Spirit</div><div>All creatures able to block this creature do so.<br/>Channel -- {2}{G}{G}, Discard this card: All creatures able to block target creature this turn do so.</div><div>[sideboard]</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Weather the Storm</div><div>①⑥</div></div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Weather the Storm</div><div>①⑥</div></div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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