

Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Avenging Hunter 46 Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avenging Hunter 46 Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avenging Hunter 46 Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Avenging Hunter 46 Creature -- Dragon Ranger Trample When this creature enters, you take the initiative. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bannerhide Krushok ③⑥ Creature -- Beast Trample Reinforce 2--$\{1\}\{G\}$ ($\{1\}\{G\}$, Discard this card: Put two +1/+1 counters on target creature.) 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bannerhide Krushok ③⑥ Creature -- Beast Trample Reinforce 2--$\{1\}\{G\}$ ($\{1\}\{G\}$, Discard this card: Put two +1/+1 counters on target creature.) 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bannerhide Krushok ③⑥ Creature -- Beast Trample Reinforce 2--$\{1\}\{G\}$ ($\{1\}\{G\}$, Discard this card: Put two +1/+1 counters on target creature.) 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bannerhide Krushok ③⑥ Creature -- Beast Trample Reinforce 2--$\{1\}\{G\}$ ($\{1\}\{G\}$, Discard this card: Put two +1/+1 counters on target creature.) 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.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eldrazi Repurposer ②⑥ Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add $\{C\}$." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eldrazi Repurposer ②⑥ Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add $\{C\}$." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eldrazi Repurposer ②⑥ Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add $\{C\}$." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eldrazi Repurposer ②⑥ Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell and when this creature dies, create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add $\{C\}$." 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

2 G

{1}{6G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

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Jewel Thief (2)(6) Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jewel Thief (2)(6) Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jewel Thief (2)(6) Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jewel Thief (2)(6) Creature -- Cat Rogue Vigilance, trample When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lead the Stampede (2)(6) 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	Malevolent Rumble (1)(6) Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Rumble (1)(6) Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Rumble (1)(6) Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malevolent Rumble 1G Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nyxborn Hydra XG 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 PLAYbotbox.dev
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Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Utopia Sprawl Enchantment -- Aura Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wild Growth Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Growth Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Growth Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wild Growth Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Writhing Chrysalis (2)(R)(G) Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Writhing Chrysalis (2)(R)(G) Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Writhing Chrysalis (2)(R)(G) Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Writhing Chrysalis (2)(R)(G) Creature -- Eldrazi Drone Devoid (This card has no color.) When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}." Reach Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Breath Weapon (2)(R) Instant Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breath Weapon (2)(R) Instant Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast into the Fire (1)(R) Instant Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deglamer (1)(G) Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deglamer Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] 1/2 1 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deglamer Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] 1/2 1 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Healer of the Glade Creature -- Elemental When this creature enters, you gain 3 life. [sideboard] 1/2 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Healer of the Glade Creature -- Elemental When this creature enters, you gain 3 life. [sideboard] 1/2 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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Playtest cards - Bruzzese, Diego - Pauper (Tappa #4 Lega MtG 2025 A.d.s. Sammargheritese 1

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.