

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
Bountiful Landscape Land $\{T\}$: Add $\{C\}$. $\{T\}$, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling $\{G\}\{U\}\{R\}$ ($\{G\}\{U\}\{R\}$, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bountiful Landscape Land $\{T\}$: Add $\{C\}$. $\{T\}$, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling $\{G\}\{U\}\{R\}$ ($\{G\}\{U\}\{R\}$, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bountiful Landscape Land $\{T\}$: Add $\{C\}$. $\{T\}$, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling $\{G\}\{U\}\{R\}$ ($\{G\}\{U\}\{R\}$, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bountiful Landscape Land $\{T\}$: Add $\{C\}$. $\{T\}$, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling $\{G\}\{U\}\{R\}$ ($\{G\}\{U\}\{R\}$, Discard this card: Draw a card.) 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
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

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
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

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	Jewel Thief26 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 PLAYbotbox.dev	Jewel Thief26 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 PLAYbotbox.dev
Jewel Thief26 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 PLAYbotbox.dev	Jewel Thief26 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 PLAYbotbox.dev	Llanowar Visionary26 Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Visionary26 Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Llanowar Visionary 2 6 Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Llanowar Visionary 2 6 Creature -- Elf Druid When this creature enters, draw a card. {T}: Add {G}. 2/2 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}." 0/1 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}." 0/1 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}." 0/1 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}." 0/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nyxborn Hydra X 6 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 6 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	Ram Through 1 G Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ram Through 1 G Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ram Through 1 G Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vault Skirge 1 BP Artifact Creature -- Phyrexian Imp {B/P} can be paid with either {B} or 2 life.) Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SimoneAntonelli - Pauper (Lega Antimeta Pauper (1° tappa))

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

① ② BP

($\{B/P\}$ can be paid with either $\{B\}$ or 2 life.)

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

① ②

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

Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

① ⑥

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

Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

① ⑥

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

Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

① ② G

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

Threshold -- This creature gets +3/+3 as long as there are seven or more cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

G

Enchant land

Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Ⓒ

Enchant land

Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

G

Enchant land

Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

botbox.dev

Wild Growth 6 Enchantment -- Aura Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {6}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	You Meet in a Tavern 2 6 6 Sorcery Choose one -- * 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. * Start a Brawl -- Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	You Meet in a Tavern 2 6 6 Sorcery Choose one -- * 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. * Start a Brawl -- Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	You Meet in a Tavern 2 6 6 Sorcery Choose one -- * 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. * Start a Brawl -- Creatures you control get +2/+2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pulse of Murasa 2 6 Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pulse of Murasa 2 6 Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pulse of Murasa 2 6 Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ram Through 1 6 Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SimoneAntonelli_ - Pauper (Lega Antimeta Pauper (1° tappa))

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

Relic of Progenitus1 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 PLAYbotbox.dev	Relic of Progenitus1 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 PLAYbotbox.dev	Relic of Progenitus1 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 PLAYbotbox.dev	Return to Nature1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Return to Nature1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return to Nature1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Return to Nature1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vault Skirge1BP Artifact Creature -- Phyrexian Imp {B/P} can be paid with either {B} or 2 life.) Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vault Skirge 1 BP Artifact Creature -- Phyrexian Imp ({B/P} can be paid with either {B} or 2 life.) Flying Lifelink (Damage dealt by this creature also causes you to gain that much life.) [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
---	--	--	--