

Bitter Reunion 1 R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Reunion 1 R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Reunion 1 R Enchantment When this enchantment enters, you may discard a card. If you do, draw two cards. {1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cloakwood Swarmkeeper G Creature -- Elf Ranger Gathered Swarm -- Whenever one or more tokens you control enter, put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Glimpse the Impossible 2R Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimpse the Impossible 2R Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimpse the Impossible 2R Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gruul Turf Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gruul Turf Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Highland Forest Snow Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Highland Forest Snow Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Highland Forest Snow Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Highland Forest

Snow Land -- Mountain Forest

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

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}."

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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.

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Ram Through ① ⑥

Instant

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Skred [®]

Instant

Skred deals damage to target creature equal to the number of snow permanents you control.

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Skred R Instant Skred deals damage to target creature equal to the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skred R Instant Skred deals damage to target creature equal to the number of snow permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slime Against Humanity 2G Sorcery Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity. A deck can have any number of cards named Slime Against Humanity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slime Against Humanity 2G Sorcery Create a 0/0 green Ooze creature token with trample. Put X +1/+1 counters on it, where X is two plus the total number of cards you own in exile and in your graveyard that are Oozes or are named Slime Against Humanity. A deck can have any number of cards named Slime Against Humanity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Slime Against Humanity (2)G

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Playtest cards - TheSlimer93 - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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Snow-Covered Forest

Basic Snow Land -- Forest

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

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Mountain Basic Snow Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wrenn's Resolve 1 R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn's Resolve 1 R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn's Resolve 1 R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn's Resolve 1 R Sorcery Exile the top two cards of your library. Until the end of your next turn, you may play those cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Deglamer 1 G Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deglamer 1 G Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deglamer 1 G Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flaring Pain 1 R Instant Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] 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] 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] 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sheltering Word 16 Instant Target creature you control gains hexproof until end of turn. You gain life equal to that creature's toughness. (A creature with hexproof can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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