Annoyed Altisaur {5}{G}{G}

Creature -- Dinosaur

Reach, trample
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.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arbor Elf {G}

Creature -- Elf Druid

{T}: Untap target Forest.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Avenging Hunter {4}{G}

Creature -- Dragon Ranger

Trample
When this creature enters, you take the initiative.

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ixidor29 - Gruul Ramp (Pauper Challenge 32) sheet 1/10 - 8 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.

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Trample
When this creature enters, you take the initiative.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bannerhide Krushok {3}{G}

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 PLAY botbox.dev

Bannerhide Krushok {3}{G}

Creature -- Beast

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boarding Party {5}{R}

Creature -- Human Pirate

Haste
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.)

6/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boarding Party {5}{R}

Creature -- Human Pirate

Haste
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.)

6/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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6/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ixidor29 - Gruul Ramp (Pauper Challenge 32) sheet 2/10 - 8 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.

Colossal Dreadmask {4}{G}{G}

Artifact -- Equipment

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)
Equipped creature gets +6/+6 and has trample.
Equip {3}{G}{G}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eldrazi Repurposer {2}{G}

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 PLAY botbox.dev

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jewel Thief {2}{G}

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

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ixidor29 - Gruul Ramp (Pauper Challenge 32) sheet 3/10 - 8 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.

Jewel Thief (2)(G)

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

Malevolent Rumble (1)(G)

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

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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

Sagu Wildling (4)(G)

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek (G)

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sagu Wildling (4)(G)

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek (G)

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skred (R)

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Ixidor29 - Gruul Ramp (Pauper Challenge 32) sheet 4/10 - 8 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.

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Forest

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

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Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Forest

Basic Snow Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Utopia Sprawl {G}

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 PLAY botbox.dev

Utopia Sprawl {G}

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Enchant Forest
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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 PLAY botbox.dev

Wild Growth {G}

Enchantment -- Aura

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 {G}

Enchantment -- Aura

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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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 PLAY botbox.dev

Playtest cards - Ixidor29 - Gruul Ramp (Pauper Challenge 32) sheet 7/10 - 8 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.

Writhing Chrysalis (2)(R)(G)

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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 PLAY botbox.dev

Writhing Chrysalis (2)(R)(G)

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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 PLAY botbox.dev

You Meet in a Tavern (2)(G)(G)

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)(G)(G)

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

Breath Weapon (2)(R)

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon (2)(R)

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

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Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon (2)(R)

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ixidor29 - Gruul Ramp (Pauper Challenge 32) sheet 8/10 - 8 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.

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 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 PLAY botbox.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 PLAY botbox.dev

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{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 botbox.dev

Vandalblast {R}

Sorcery

Destroy target artifact you don't control.
Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vandalblast {R}

Sorcery

Destroy target artifact you don't control.
Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vandalblast {R}

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Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

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Weather the Storm (1)(G)

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm (1)(G)

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

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Weather the Storm (1)(G)

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ixidor29 - Gruul Ramp (Pauper Challenge 32) 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.