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| <div> <div>Boarding Party</div> <div> <div>5</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Pirate</div> <div> <div>Haste</div> <div>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.)</div> </div> <div> <div>6/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Boarding Party</div> <div> <div>5</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Pirate</div> <div> <div>Haste</div> <div>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.)</div> </div> <div> <div>6/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Boarding Party</div> <div> <div>5</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Pirate</div> <div> <div>Haste</div> <div>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.)</div> </div> <div> <div>6/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Boarding Party</div> <div> <div>5</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Pirate</div> <div> <div>Haste</div> <div>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.)</div> </div> <div> <div>6/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Bojuka Bog</div> <div></div> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>When this land enters, exile target player's graveyard.</div> <div>{T}: Add {B}.</div> </div> <div></div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                 | <div> <div>Bojuka Bog</div> <div></div> </div> <div> <div>Land</div> <div> <div>This land enters tapped.</div> <div>When this land enters, exile target player's graveyard.</div> <div>{T}: Add {B}.</div> </div> <div></div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                 | <div> <div>Breath Weapon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Breath Weapon deals 2 damage to each non-Dragon creature.</div> </div> <div></div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                           | <div> <div>Breath Weapon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Breath Weapon deals 2 damage to each non-Dragon creature.</div> </div> <div></div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                           |

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| <div><div><div>Breath Weapon</div><div><div>2</div><div>R</div></div></div><div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cast Down</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                       | <div><div><div>Cast Down</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                       | <div><div><div>Cast Down</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                       |
| <div><div><div>Cast Down</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                         | <div><div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cleansing Wildfire</div><div><div>1</div><div>R</div></div></div><div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Cleansing Wildfire (1)(R)</div> <div>Sorcery</div> <div> <p>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</p> </div> <div>5/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Crimson Fleet Commodore (3)(R)</div> <div>Creature -- Ogre Pirate</div> <div> <p>Trample<br/>When this creature enters, you become the monarch.</p> </div> <div>5/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Drossforge Bridge</div> <div>Artifact Land</div> <div> <p>This land enters tapped. Indestructible<br/>{T}: Add {B} or {R}.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                         | <div>Drossforge Bridge</div> <div>Artifact Land</div> <div> <p>This land enters tapped. Indestructible<br/>{T}: Add {B} or {R}.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                         |
| <div>Drossforge Bridge</div> <div>Artifact Land</div> <div> <p>This land enters tapped. Indestructible<br/>{T}: Add {B} or {R}.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                     | <div>Drossforge Bridge</div> <div>Artifact Land</div> <div> <p>This land enters tapped. Indestructible<br/>{T}: Add {B} or {R}.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                      | <div>Eldrazi Repurposer (2)(G)</div> <div>Creature -- Eldrazi Drone</div> <div> <p>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}."</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Eldrazi Repurposer (2)(G)</div> <div>Creature -- Eldrazi Drone</div> <div> <p>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}."</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - EdinMilk - Pauper (Pauper League)

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;

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Eldrazi Repurposer</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Drone</div> <div> <div>Devoid (This card has no color.)</div> <div>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> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>({T}: Add {G}.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                       | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>({T}: Add {G}.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                       | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>({T}: Add {G}.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                       |
| <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>({T}: Add {G}.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                    | <div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>Creature -- Treefolk</div> <div> <div>Reach</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>Creature -- Treefolk</div> <div> <div>Reach</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>Creature -- Treefolk</div> <div> <div>Reach</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> </div> <div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - EdinMilk - Pauper (Pauper League)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Highland Forest</div> <div>Snow Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)<br/>This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               | <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               |
| <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div>Llanowar Visionary</div> <div>Creature -- Elf Druid</div> <div>When this creature enters, draw a card.<br/>{T}: Add {G}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Visionary</div> <div>Creature -- Elf Druid</div> <div>When this creature enters, draw a card.<br/>{T}: Add {G}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Llanowar Visionary</div> <div>Creature -- Elf Druid</div> <div>When this creature enters, draw a card.<br/>{T}: Add {G}.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pulse of Murasa26</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Reckoner's Bargain1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. You gain life equal to the sacrificed permanent's mana value. Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Reckoner's Bargain1B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. You gain life equal to the sacrificed permanent's mana value. Draw two cards.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Slagwoods Bridge

## Artifact Land

This land enters tapped.  
Indestructible  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Slagwoods Bridge

Artifact Land

This land enters tapped.  
Indestructible  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Slagwoods Bridge

## Artifact Land

This land enters tapped.  
Indestructible  
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thorn of the Black Rose (3)(B)

Creature -- Human Assassin

Deathtouch  
When this creature enters, you  
become the monarch.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tragic Slip

Instant

Target creature gets -1/-1 until end of turn.  
Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tragic Slip

Instant

Target creature gets -1/-1 until end of turn.  
Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - EdinMilk - Pauper (Pauper League)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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>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>Accursed Marauder</b> (1)(B)<br>Creature -- Zombie Warrior<br>When this creature enters, each player sacrifices a nontoken creature of their choice.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | <b>Accursed Marauder</b> (1)(B)<br>Creature -- Zombie Warrior<br>When this creature enters, each player sacrifices a nontoken creature of their choice.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | <b>Accursed Marauder</b> (1)(B)<br>Creature -- Zombie Warrior<br>When this creature enters, each player sacrifices a nontoken creature of their choice.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                   | <b>Feed the Swarm</b> (1)(B)<br>Sorcery<br>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                               |

Playtest cards - EdinMilk - Pauper (Pauper League)

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Feed the Swarm</div><div>①B</div></div><div>Sorcery</div><div>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Gorilla Shaman</div><div>Ⓡ</div></div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Gorilla Shaman</div><div>Ⓡ</div></div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                           | <div><div><div>Gorilla Shaman</div><div>Ⓡ</div></div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div>1/1PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |
| <div><div><div>Relic of Progenitus</div><div>①</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Relic of Progenitus</div><div>①</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Relic of Progenitus</div><div>①</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Trespasser's Curse</div><div>①B</div></div><div>Enchantment -- Aura Curse</div><div>Enchant player<br/>Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Trespasser's Curse</b> <div> <div>1</div> <div>B</div> </div> </div> <div>           Enchantment -- Aura Curse         </div> <div>           Enchant player<br/>           Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div> <b>Weather the Storm</b> <div> <div>1</div> <div>G</div> </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 PLAY           botbox.dev         </div> </div> | <div> <div> <b>Weather the Storm</b> <div> <div>1</div> <div>G</div> </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 PLAY           botbox.dev         </div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                                                                                                                                                                                                                                                                                                                                                                           |  |

Playtest cards - EdinMilk - Pauper (Pauper League)

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 10/10 - 3 cards - 2.5 x 3.5 in each