

<p>Annoyed Altisaur (5)(G)(G)</p> <p>Creature -- Dinosaur</p> <p>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.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Annoyed Altisaur (5)(G)(G)</p> <p>Creature -- Dinosaur</p> <p>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.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Annoyed Altisaur (5)(G)(G)</p> <p>Creature -- Dinosaur</p> <p>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.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Annoyed Altisaur (5)(G)(G)</p> <p>Creature -- Dinosaur</p> <p>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.)</p> <p>6/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Arbor Elf (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Untap target Forest.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arbor Elf (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Untap target Forest.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arbor Elf (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Untap target Forest.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Arbor Elf (G)</p> <p>Creature -- Elf Druid</p> <p>{T}: Untap target Forest.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - TierOneTired - 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 1/10 - 8 cards - 2.5 x 3.5 in each

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	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	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	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
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	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

<div><div><div>Colossal Dreadmask</div><div><div>4</div><div>G</div><div>G</div></div></div><div>Artifact -- Equipment</div><div>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}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<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>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>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}."</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>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}."</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<div><div><div>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div><div><div>Creature -- Eldrazi Drone</div><div>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.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div><div><div>Creature -- Eldrazi Drone</div><div>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.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div><div><div>Creature -- Eldrazi Drone</div><div>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.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Writhing Chrysalis</div><div><div>2</div><div>R</div><div>G</div></div></div><div><div>Creature -- Eldrazi Drone</div><div>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.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Deglamer</div><div><div>1</div><div>G</div></div></div><div><div>Instant</div><div>Choose target artifact or enchantment. Its owner shuffles it into their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Deglamer</div><div><div>1</div><div>G</div></div></div><div><div>Instant</div><div>Choose target artifact or enchantment. Its owner shuffles it into their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

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<div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>R</div></div></div>	<div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>R</div></div></div>	<div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>R</div></div></div>	<div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div><div>R</div></div></div>

<div><div><div>Nylea's Disciple</div><div>②⑥⑥</div></div><div>Creature -- Centaur Archer</div><div>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Nylea's Disciple</div><div>②⑥⑥</div></div><div>Creature -- Centaur Archer</div><div>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td><div><div><div>Nylea's Disciple</div><div>②⑥⑥</div></div><div>Creature -- Centaur Archer</div><div>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td></td></td></td>	<div><div><div>Nylea's Disciple</div><div>②⑥⑥</div></div><div>Creature -- Centaur Archer</div><div>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td><div><div><div>Nylea's Disciple</div><div>②⑥⑥</div></div><div>Creature -- Centaur Archer</div><div>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><td></td></td>	<div><div><div>Nylea's Disciple</div><div>②⑥⑥</div></div><div>Creature -- Centaur Archer</div><div>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <td></td>	
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