

<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>Axebane Guardian (2)(G)</p> <p>Creature -- Human Druid</p> <p>Defender {T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Axebane Guardian (2)(G)</p> <p>Creature -- Human Druid</p> <p>Defender {T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Axebane Guardian (2)(G)</p> <p>Creature -- Human Druid</p> <p>Defender {T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Axebane Guardian (2)(G)</p> <p>Creature -- Human Druid</p> <p>Defender {T}: Add X mana in any combination of colors, where X is the number of creatures you control with defender.</p> <p>0/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Zony - Pauper (Pauper League)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Boarding Party</div><div><div>5</div><div>R</div></div></div> <div><div>Creature -- Human Pirate</div><div>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.)</div><div><div>6/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Boarding Party</div><div><div>5</div><div>R</div></div></div> <div><div>Creature -- Human Pirate</div><div>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.)</div><div><div>6/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Boarding Party</div><div><div>5</div><div>R</div></div></div> <div><div>Creature -- Human Pirate</div><div>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.)</div><div><div>6/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div></div> <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>Gingerbread Cabin</div> </div> <div> <div>Land -- Forest</div> <div> <div>({T}: Add {G}.)</div> <div>This land enters tapped unless you control three or more other Forests.</div> <div>When this land enters untapped, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lead the Stampede</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lead the Stampede</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Look at the top five cards of your library. You may reveal any number of creature cards from among them and put the revealed cards into your hand. Put the rest on the bottom of your library in any order.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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Playtest cards - Zony - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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. <div>0/1</div> 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. <div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Battlement (1)(G) Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Battlement (1)(G) Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overgrown Battlement (1)(G) Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Battlement (1)(G) Creature -- Wall Defender {T}: Add {G} for each creature you control with defender. <div>0/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger (G) Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger (G) Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Quirion Ranger Ⓞ Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quirion Ranger Ⓞ Creature -- Elf Ranger Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saruli Caretaker Ⓞ Creature -- Dryad Defender {T}, Tap an untapped creature you control: Add one mana of any color. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Saruli Caretaker Ⓞ Creature -- Dryad Defender {T}, Tap an untapped creature you control: Add one mana of any color. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Tuktuk Rubblefort (2)(R) Creature -- Wall Defender, reach Creatures you control have haste. <div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog's Crusher (8) Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. <div>8/8</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ulamog's Crusher (8) Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. <div>8/8</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Valakut Invoker (2)(R) Creature -- Human Shaman {8}: This creature deals 3 damage to any target. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Wall of Roots (1)(G) Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. <div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots (1)(G) Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. <div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wall of Roots (1)(G) Creature -- Plant Wall Defender Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn. <div>0/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winding Way (1)(G) Sorcery Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard. <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Defender (This creature can't attack.)
Flying
Transmute {1}{U}{U} ({1}{U}{U},
Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

[sideboard]

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Defender (This creature can't attack.)
Flying
Transmute {1}{U}{U} ({1}{U}{U},
Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

[sideboard]

0/5

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②③

Defender (This creature can't attack.)
Flying
Transmute {1}{U}{U} ({1}{U}{U},
Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

[sideboard]

0/5

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<p>Freed from the Real (2)(U)</p> <p>Enchantment -- Aura</p> <hr/> <p>Enchant creature {U}: Tap enchanted creature. {U}: Untap enchanted creature.</p> <p>[sideboard]</p> <div>1/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Galvanic Alchemist (2)(U)</p> <p>Creature -- Human Wizard</p> <hr/> <p>Soulbond (You may pair this creature with another unpaired creature when either enters. They remain paired for as long as you control both of them.) As long as this creature is paired with another creature, each of those creatures has "{2}{U}: Untap this creature."</p> <p>[sideboard]</p> <div>1/4</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gorilla Shaman (R)</p> <p>Creature -- Ape Shaman</p> <hr/> <p>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gorilla Shaman (R)</p> <p>Creature -- Ape Shaman</p> <hr/> <p>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Nylea's Disciple (2)(G)(G)</p> <p>Creature -- Centaur Archer</p> <hr/> <p>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.)</p> <p>[sideboard]</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Nylea's Disciple (2)(G)(G)</p> <p>Creature -- Centaur Archer</p> <hr/> <p>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.)</p> <p>[sideboard]</p> <div>3/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Orochi Leafcaller (G)</p> <p>Creature -- Snake Shaman</p> <hr/> <p>{G}: Add one mana of any color.</p> <p>[sideboard]</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Reaping the Graves (2)(B)</p> <p>Instant</p> <hr/> <p>Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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<div><div><div>Vivien's Grizzly</div><div>②⑥</div></div><div><div>Creature -- Bear Spirit</div><div>{3}{6}: Look at the top card of your library. If it's a creature or planeswalker card, you may reveal it and put it into your hand. If you don't put the card into your hand, put it on the bottom of your library.</div><div>[sideboard]</div><div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Wrap in Vigor</div><div>①⑥</div></div><div><div>Instant</div><div>Regenerate each creature you control.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	<div><div><div>Wrap in Vigor</div><div>①⑥</div></div><div><div>Instant</div><div>Regenerate each creature you control.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>	