

Annoyed Altisaur 5GGG 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	Annoyed Altisaur 5GGG 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	Annoyed Altisaur 5GGG 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	Annoyed Altisaur 5GGG 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
Arbor Elf G Creature -- Elf Druid {T}: Untap target Forest. 1/1 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	Arbor Elf G Creature -- Elf Druid {T}: Untap target Forest. 1/1 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

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	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

Eldrazi Repurposer

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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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Generous Ent ⑤⑥ Creature -- Treefolk Reach When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) <div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Generous Ent ⑤⑥ Creature -- Treefolk Reach When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.) <div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Malevolent Rumble ①⑥ 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	Malevolent Rumble ①⑥ 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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Playtest cards - Liv_BR - Pauper (Pauper Showcase Challenge)

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

<div><div><div>Mwonvuli Acid-Moss</div><div>2GG</div></div><div>Sorcery</div><div>Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mwonvuli Acid-Moss</div><div>2GG</div></div><div>Sorcery</div><div>Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mwonvuli Acid-Moss</div><div>2GG</div></div><div>Sorcery</div><div>Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Thermokarst</div><div>1GG</div></div><div>Sorcery</div><div>Destroy target land. If that land was a snow land, you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Utopia Sprawl</div><div>Enchantment -- Aura</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wild Growth</div><div>Enchantment -- Aura</div><div>Enchant land Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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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. <div>2/3</div> 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. <div>2/3</div> 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. <div>2/3</div> 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. <div>2/3</div> 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] 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	Cast into the Fire (1)(R) Instant Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

<div><div>Deglamer</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>Deglamer</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>Deglamer</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>Deglamer</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>Gorilla Shaman</div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life. 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 PLAYbotbox.dev</div></div>	<div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life. 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 PLAYbotbox.dev</div></div>	<div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life. 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 PLAYbotbox.dev</div></div>	