

Annoyed Altisaur 566 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 566 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 566 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 566 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 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf 6 Creature -- Elf Druid {T}: Untap target Forest. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arbor Elf 6 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	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

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Trample
When this creature enters, you
become the monarch.

5/2

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5 G

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.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G

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5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

5 G

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5/7

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this creature enters, draw a card.

{T}: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

When this creature enters, draw a card.
{T}: Add {G}.

2/2

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<div><div>Llanowar Visionary (2)(G)</div><div>Creature -- Elf Druid</div><div>When this creature enters, draw a card. {T}: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Llanowar Visionary (2)(G)</div><div>Creature -- Elf Druid</div><div>When this creature enters, draw a card. {T}: Add {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mwonvuli Acid-Moss (2)(G)(G)</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>Mwonvuli Acid-Moss (2)(G)(G)</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>
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<div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Basic Snow Land -- Mountain

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Sorcery

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Sorcery

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Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment - - Aura

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Enchantment -- Aura

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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>	<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>	<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>
<div><div>Breath Weapon</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>Breath Weapon</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>Breath Weapon</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>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><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Fiery Cannonade</div><div><div>2</div><div>R</div></div></div><div><div>Instant</div><div>Fiery Cannonade deals 2 damage to each non-Pirate creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div>Gorilla Shaman</div><div><div></div><div>R</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><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Gorilla Shaman</div><div><div></div><div>R</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><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Relic of Progenitus</div><div><div></div><div>1</div></div></div><div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Relic of Progenitus</div><div><div></div><div>1</div></div></div><div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>	

Playtest cards - M_Deca16 - 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