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| <b>Annoyed Altisaur</b> (5)(6)(6)<br>Creature -- Dinosaur<br>Reach, trample<br>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.)<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Annoyed Altisaur</b> (5)(6)(6)<br>Creature -- Dinosaur<br>Reach, trample<br>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.)<br><div>6/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Arbor Elf</b> (6)<br>Creature -- Elf Druid<br>{T}: Untap target Forest.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   | <b>Arbor Elf</b> (6)<br>Creature -- Elf Druid<br>{T}: Untap target Forest.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   |
| <b>Arbor Elf</b> (6)<br>Creature -- Elf Druid<br>{T}: Untap target Forest.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                      | <b>Arbor Elf</b> (6)<br>Creature -- Elf Druid<br>{T}: Untap target Forest.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                      | <b>Avenging Hunter</b> (4)(6)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Avenging Hunter</b> (4)(6)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Avenging Hunter</b> (4)(G)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                          | <b>Avenging Hunter</b> (4)(G)<br>Creature -- Dragon Ranger<br>Trample<br>When this creature enters, you take the initiative.<br>5/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                          | <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>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.)<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>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.)<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>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.)<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Boarding Party</b> (5)(R)<br>Creature -- Human Pirate<br>Haste<br>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.)<br>6/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Eldrazi Repurposer</b> (2)(G)<br>Creature -- Eldrazi Drone<br>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}."<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                  | <b>Eldrazi Repurposer</b> (2)(G)<br>Creature -- Eldrazi Drone<br>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}."<br>3/3<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                  |

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| <div><div>Eldrazi Repurposer</div><div>26</div><div>Creature -- Eldrazi Drone</div><div>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}."</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Eldrazi Repurposer</div><div>26</div><div>Creature -- Eldrazi Drone</div><div>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}."</div><div>3/3</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>                                                                                                                                                                                                                    | <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>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Jewel Thief</div> <div>26</div> <div>Creature -- Cat Rogue</div> <div>Vigilance, trample<br/>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Jewel Thief</div><div>26</div></div><div><div>Creature -- Cat Rogue</div><div>Vigilance, trample<br/>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Jewel Thief</div><div>26</div></div><div><div>Creature -- Cat Rogue</div><div>Vigilance, trample<br/>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Jewel Thief</div><div>26</div></div><div><div>Creature -- Cat Rogue</div><div>Vigilance, trample<br/>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                               |
| <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                         | <div><div><div>Mountain</div></div><div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                         | <div><div><div>Mwonvuli Acid-Moss</div><div>266</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                           | <div><div><div>Mwonvuli Acid-Moss</div><div>266</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <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>Nyxborn Hydra</div><div>XG</div></div><div>Enchantment Creature -- Hydra</div><div>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.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nyxborn Hydra</div><div>XG</div></div><div>Enchantment Creature -- Hydra</div><div>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.)<br/>Reach, trample<br/>This permanent enters with X +1/+1 counters on it.<br/>Enchanted creature gets +1/+1 for each +1/+1 counter on this Aura and has reach and trample.</div><div>0/1</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>                                                         | <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>                                                         | <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>                                                                                                                                                                                                                                                                                                       | <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<br/>As this Aura enters, choose a color.<br/>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<br/>As this Aura enters, choose a color.<br/>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<br/>As this Aura enters, choose a color.<br/>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<br/>As this Aura enters, choose a color.<br/>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<br/>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<br/>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<br/>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>Wooded Ridgeline</div><div>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>                                                                                                                 |

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| <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Writhing Chrysalis</b> (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Breath Weapon</b> (2)(R)</p> <p>Instant</p> <p>Breath Weapon deals 2 damage to each non-Dragon creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Breath Weapon</b> (2)(R)</p> <p>Instant</p> <p>Breath Weapon deals 2 damage to each non-Dragon creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Cast into the Fire</b> (1)(R)</p> <p>Instant</p> <p>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                            | <p><b>Cast into the Fire</b> (1)(R)</p> <p>Instant</p> <p>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                            |

Playtest cards - Tiomax - Pauper (Pauper Challenge 32)

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

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| <div><div><div>Cast into the Fire</div><div>1R</div></div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cast into the Fire</div><div>1R</div></div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Deglamer</div><div>1G</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>Deglamer</div><div>1G</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>Deglamer</div><div>1G</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>Fangren Marauder</div><div>5G</div></div><div>Creature -- Beast</div><div>Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life.</div><div>[sideboard]</div><div>5/5</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> |

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| <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>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.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>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.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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Playtest cards - Tiomax - Pauper (Pauper Challenge 32)

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