Annoyed Altisaur {5}{G}{G}

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 {5}{G}{G}

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 {5}{G}{G}

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 {5}{G}{G}

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

Playtest cards - 2krewlop - Pauper (Pauper League) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

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

Colossal Dreadmask (4)(G)(G)

Artifact -- Equipment

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}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colossal Dreadmask (4)(G)(G)

Artifact -- Equipment

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}

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 (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

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.

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 (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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Malevolent Rumble {1}{G}

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 {1}{G}

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 {1}{G}

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 {1}{G}

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mwonvuli Acid-Moss {2}{G}{G}

Sorcery

Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mwonvuli Acid-Moss {2}{G}{G}

Sorcery

Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Mwonvuli Acid-Moss 2GG

Sorcery

Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mwonvuli Acid-Moss 2GG

Sorcery

Destroy target land. Search your library for a Forest card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sagu Wildling 4G

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek G

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sagu Wildling 4G

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek G

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sagu Wildling 4G

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek G

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stone Rain 2R

Sorcery

Destroy target land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thermokarst 1GG

Sorcery

Destroy target land. If that land was a snow land, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thermokarst 1GG

Sorcery

Destroy target land. If that land was a snow land, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 2krewlop - Pauper (Pauper League) sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

Thermokarst (1)(G)(G)

Sorcery

Destroy target land. If that land was a snow land, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thermokarst (1)(G)(G)

Sorcery

Destroy target land. If that land was a snow land, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl (G)

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl (G)

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl (G)

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Utopia Sprawl (G)

Enchantment -- Aura

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Growth (G)

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Growth (G)

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 2krewlop - Pauper (Pauper League) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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.

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.

2/3

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.

2/3

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.

2/3

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.

2/3

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

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

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

Fiery Cannonade {2}{R}

Instant

Fiery Cannonade deals 2 damage to each non-Pirate creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Fiery Cannonade (2)(R)

Instant

Fiery Cannonade deals 2 damage to each non-Pirate creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fiery Cannonade (2)(R)

Instant

Fiery Cannonade deals 2 damage to each non-Pirate creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus (1)

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus (1)

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus (1)

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vines of Vastwood (G)

Instant

Kicker {G} (You may pay an additional {G} as you cast this spell.)
Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vines of Vastwood (G)

Instant

Kicker {G} (You may pay an additional {G} as you cast this spell.)
Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vines of Vastwood (G)

Instant

Kicker {G} (You may pay an additional {G} as you cast this spell.)
Target creature can't be the target of spells or abilities your opponents control this turn. If this spell was kicked, that creature gets +4/+4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Weather the Storm 1G

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm 1G

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm 1G

Instant

You gain 3 life.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - 2krewlop - Pauper (Pauper League) sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.