

**Playtest cards - IL\_COSCA - Pauper (Pauper Challenge 32)** 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.

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| <b>Bannerhide Krushok</b> (3)(G)<br>Creature -- Beast<br>Trample<br>Reinforce 2--{{1}{G}} ({{1}{G}}, Discard this card: Put two +1/+1 counters on target creature.)<br>Scavenge {{5}{G}{G}} ({{5}{G}{G}}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bannerhide Krushok</b> (3)(G)<br>Creature -- Beast<br>Trample<br>Reinforce 2--{{1}{G}} ({{1}{G}}, Discard this card: Put two +1/+1 counters on target creature.)<br>Scavenge {{5}{G}{G}} ({{5}{G}{G}}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Bannerhide Krushok</b> (3)(G)<br>Creature -- Beast<br>Trample<br>Reinforce 2--{{1}{G}} ({{1}{G}}, Discard this card: Put two +1/+1 counters on target creature.)<br>Scavenge {{5}{G}{G}} ({{5}{G}{G}}, Exile this card from your graveyard: Put a number of +1/+1 counters equal to this card's power on target creature. Scavenge only as a sorcery.)<br><div>4/4</div> 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><div>6/3</div> 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><div>6/3</div> 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><div>6/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                     | <b>Bushwhack</b> (G)<br>Sorcery<br>Choose one --<br>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)<br><div>6/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                          | <b>Bushwhack</b> (G)<br>Sorcery<br>Choose one --<br>* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.<br>* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)<br><div>6/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                      |

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| <div>Eldrazi Repurposer (2)(G)<br/>Creature -- Eldrazi Drone<br/><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}."</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Eldrazi Repurposer (2)(G)<br/>Creature -- Eldrazi Drone<br/><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}."</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Eldrazi Repurposer (2)(G)<br/>Creature -- Eldrazi Drone<br/><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}."</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Eldrazi Repurposer (2)(G)<br/>Creature -- Eldrazi Drone<br/><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}."</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Forest<br/>Basic Land -- Forest<br/><br/>( {T}: Add {G}.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <div>Forest<br/>Basic Land -- Forest<br/><br/>( {T}: Add {G}.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <div>Forest<br/>Basic Land -- Forest<br/><br/>( {T}: Add {G}.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <div>Forest<br/>Basic Land -- Forest<br/><br/>( {T}: Add {G}.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                |

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| <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                 | <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                 | <div> <div>Mountain</div> </div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <div>Mountain</div> </div> <div>Basic Land -- Mountain</div> <div> <p>{T}: Add {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Enchantment Creature -- Hydra</div> <div> <p>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.</p> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Enchantment Creature -- Hydra</div> <div> <p>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.</p> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Enchantment Creature -- Hydra</div> <div> <p>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.</p> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nyxborn Hydra</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Enchantment Creature -- Hydra</div> <div> <p>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.</p> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.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>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>                                                                         |

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| <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>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.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Hissing Iguanar</b> (2)(R)<br>Creature -- Lizard<br>Whenever another creature dies, you may have this creature deal 1 damage to target player or planeswalker.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                         | <b>Hissing Iguanar</b> (2)(R)<br>Creature -- Lizard<br>Whenever another creature dies, you may have this creature deal 1 damage to target player or planeswalker.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                         | <b>Hissing Iguanar</b> (2)(R)<br>Creature -- Lizard<br>Whenever another creature dies, you may have this creature deal 1 damage to target player or planeswalker.<br>[sideboard]<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                         | <b>Nylea's Disciple</b> (2)(G)(G)<br>Creature -- Centaur Archer<br>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.)<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                 |

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| <p><b>Nylea's Disciple</b> ②⑥⑥</p> <p>Creature -- Centaur Archer</p> <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> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nylea's Disciple</b> ②⑥⑥</p> <p>Creature -- Centaur Archer</p> <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> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Nylea's Disciple</b> ②⑥⑥</p> <p>Creature -- Centaur Archer</p> <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> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sandstorm</b> ⑥</p> <p>Instant</p> <p>Sandstorm deals 1 damage to each attacking creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                 |
| <p><b>Sandstorm</b> ⑥</p> <p>Instant</p> <p>Sandstorm deals 1 damage to each attacking creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                          | <p><b>Sandstorm</b> ⑥</p> <p>Instant</p> <p>Sandstorm deals 1 damage to each attacking creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                          | <p><b>Sandstorm</b> ⑥</p> <p>Instant</p> <p>Sandstorm deals 1 damage to each attacking creature.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                          | <p><b>Vines of Vastwood</b> ⑥</p> <p>Instant</p> <p>Kicker {G} (You may pay an additional {G} as you cast this spell.)</p> <p>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.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Vines of Vastwood</div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vines of Vastwood</div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Vines of Vastwood</div><div>Instant</div><div>Kicker {G} (You may pay an additional {G} as you cast this spell.)<br/>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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