

Basking Broodscale ①⑥ Creature -- Eldrazi Lizard Devoid (This card has no color.) {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Broodscale ①⑥ Creature -- Eldrazi Lizard Devoid (This card has no color.) {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Broodscale ①⑥ Creature -- Eldrazi Lizard Devoid (This card has no color.) {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Broodscale ①⑥ Creature -- Eldrazi Lizard Devoid (This card has no color.) {1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.) Whenever one or more +1/+1 counters are put on this creature, you may create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blossoming Sands Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cleric Class ⑦ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) If you would gain life, you gain that much life plus 1 instead. {3}{W}: Level 2 Whenever you gain life, put a +1/+1 counter on target creature you control. {4}{W}: Level 3 When this Class becomes level 3, return target creature card from your graveyard to the battlefield. You gain life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cleric Class ⑦ Enchantment -- Class (Gain the next level as a sorcery to add its ability.) If you would gain life, you gain that much life plus 1 instead. {3}{W}: Level 2 Whenever you gain life, put a +1/+1 counter on target creature you control. {4}{W}: Level 3 When this Class becomes level 3, return target creature card from your graveyard to the battlefield. You gain life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cleric Class W Enchantment -- Class (Gain the next level as a sorcery to add its ability.) If you would gain life, you gain that much life plus 1 instead. {3}{W}: Level 2 Whenever you gain life, put a +1/+1 counter on target creature you control. {4}{W}: Level 3 When this Class becomes level 3, return target creature card from your graveyard to the battlefield. You gain life equal to that creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fortified Village Land As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fortified Village Land As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fortified Village Land As this land enters, you may reveal a Forest or Plains card from your hand. If you don't, this land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gate to Manorborn Land -- Forest Gate {T}: Add {G}.) Gate to Manorborn enters the battlefield tapped. {3}{G}, {T}: Seek a nonland card. Activate only once. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gate to the Citadel Land -- Plains Gate {T}: Add {W}.) Gate to the Citadel enters the battlefield tapped. {3}{W}, {T}: Seek a nonland card. Activate only once. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lunarch Veteran W Creature -- Human Cleric Whenever another creature you control enters, you gain 1 life. Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 BACK FACE Luminous Phantom Creature -- Spirit Cleric Flying Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lunarch Veteran W Creature -- Human Cleric Whenever another creature you control enters, you gain 1 life. Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.) 1/1 BACK FACE Luminous Phantom Creature -- Spirit Cleric Flying Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prosperous Innkeeper 16 Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Whenever another creature you control enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prosperous Innkeeper 16 Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Whenever another creature you control enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prosperous Innkeeper 16 Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Whenever another creature you control enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Prosperous Innkeeper ①⑥ Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.) Whenever another creature you control enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorgrass Ambush ①W Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. ----- BACK FACE ----- Razorgrass Field Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Razorgrass Ambush ①W Instant Razorgrass Ambush deals 3 damage to target attacking or blocking creature. ----- BACK FACE ----- Razorgrass Field Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reprieve ①W Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Reprieve ①W Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reprieve ①W Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reprieve ①W Instant Return target spell to its owner's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Revitalizing Repast ⑥G Instant Put a +1/+1 counter on target creature. It gains indestructible until end of turn. ----- BACK FACE ----- Old-Growth Grove Land This land enters tapped. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PierGigix - Historic (Metachallenge I)

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

Revitalizing Repast Instant Put a +1/+1 counter on target creature. It gains indestructible until end of turn. 1/1	Rosie Cotton of South Lane Legendary Creature -- Halfling Peasant When Rosie Cotton enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") Whenever you create a token, put a +1/+1 counter on target creature you control other than Rosie Cotton. 1/1	Rosie Cotton of South Lane Legendary Creature -- Halfling Peasant When Rosie Cotton enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") Whenever you create a token, put a +1/+1 counter on target creature you control other than Rosie Cotton. 1/1	Rosie Cotton of South Lane Legendary Creature -- Halfling Peasant When Rosie Cotton enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") Whenever you create a token, put a +1/+1 counter on target creature you control other than Rosie Cotton. 1/1
Old-Growth Grove Land This land enters tapped. {T}: Add {B} or {G}. 1/1	Rosie Cotton of South Lane Legendary Creature -- Halfling Peasant When Rosie Cotton enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") Whenever you create a token, put a +1/+1 counter on target creature you control other than Rosie Cotton. 1/1	Scurry Oak Creature -- Treefolk Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Whenever one or more +1/+1 counters are put on this creature, you may create a 1/1 green Squirrel creature token. 1/2	Scurry Oak Creature -- Treefolk Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Whenever one or more +1/+1 counters are put on this creature, you may create a 1/1 green Squirrel creature token. 1/2
Rosie Cotton of South Lane Legendary Creature -- Halfling Peasant When Rosie Cotton enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.") Whenever you create a token, put a +1/+1 counter on target creature you control other than Rosie Cotton. 1/1	Scurry Oak Creature -- Treefolk Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Whenever one or more +1/+1 counters are put on this creature, you may create a 1/1 green Squirrel creature token. 1/2	Scurry Oak Creature -- Treefolk Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Whenever one or more +1/+1 counters are put on this creature, you may create a 1/1 green Squirrel creature token. 1/2	Scurry Oak Creature -- Treefolk Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Whenever one or more +1/+1 counters are put on this creature, you may create a 1/1 green Squirrel creature token. 1/2

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

Scurry Oak (2)(G) Creature -- Treefolk Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.) Whenever one or more +1/+1 counters are put on this creature, you may create a 1/1 green Squirrel creature token. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Warden (W) Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Warden (W) Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul Warden (W) Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Soul Warden (W) Creature -- Human Cleric Whenever another creature enters, you gain 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trelasarra, Moon Dancer (G)(W) Legendary Creature -- Elf Cleric Whenever you gain life, put a +1/+1 counter on Trelasarra and scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trelasarra, Moon Dancer (G)(W) Legendary Creature -- Elf Cleric Whenever you gain life, put a +1/+1 counter on Trelasarra and scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Trelasarra, Moon Dancer (G)(W) Legendary Creature -- Elf Cleric Whenever you gain life, put a +1/+1 counter on Trelasarra and scry 1. (Look at the top card of your library. You may put that card on the bottom.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

G W

Whenever you gain life, put a +1/+1 counter on Trelasarra and scry 1. (Look at the top card of your library. You may put that card on the bottom.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When Haywire Mite dies, you gain 3 life.

{G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When Haywire Mite dies, you gain 3 life.

{G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment.

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When Haywire Mite dies, you gain 3 life.

{G}, Sacrifice Haywire Mite: Exile target noncreature artifact or noncreature enchantment.

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand.
You gain 3 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Cosmic Rebirth 1 G W Instant Choose target permanent card in your graveyard. If it has mana value 3 or less, you may put it onto the battlefield. If you don't put it onto the battlefield, put it into your hand. You gain 3 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duskshell Crawler 1 G Creature -- Insect When this creature enters, put a +1/+1 counter on target creature. Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duskshell Crawler 1 G Creature -- Insect When this creature enters, put a +1/+1 counter on target creature. Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duskshell Crawler 1 G Creature -- Insect When this creature enters, put a +1/+1 counter on target creature. Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.) [sideboard] 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ossification 1 W Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ossification 1 W Enchantment -- Aura Enchant basic land you control When this Aura enters, exile target creature or planeswalker an opponent controls until this Aura leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patriar's Humiliation W Instant Target creature perpetually loses all abilities, then Patriar's Humiliation deals damage to it equal to the number of creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patriar's Humiliation W Instant Target creature perpetually loses all abilities, then Patriar's Humiliation deals damage to it equal to the number of creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Patriar's Humiliation W Instant Target creature perpetually loses all abilities, then Patriar's Humiliation deals damage to it equal to the number of creatures you control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Surge of Salvation W Instant You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	