

Chromatic Star ① Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Star ① Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Star ① Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Star ① Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deadly Dispute ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Dispute ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Dispute ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Dispute ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Drossforge Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drossforge Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drossforge Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drossforge Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faithless Looting Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faithless Looting Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

First Day of Class 1 R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	First Day of Class 1 R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	First Day of Class 1 R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	First Day of Class 1 R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flamewave Invoker 2 R Creature -- Goblin Mutant {7}{R}: This creature deals 5 damage to target player or planeswalker. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forgotten Cave Land This land enters tapped. {T}: Add {R}. Cycling {R} ({R}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Matron 2 R Creature -- Goblin When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Goblin Matron 2 R Creature -- Goblin When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Ichor Wellspring 2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ichor Wellspring 2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ichor Wellspring 2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ichor Wellspring 2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① R

{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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$$(\{T\}: \text{Add } \{R\}.)$$

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land - - Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Putrid Goblin (1)(B) Creature -- Zombie Goblin Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Putrid Goblin (1)(B) Creature -- Zombie Goblin Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Putrid Goblin (1)(B) Creature -- Zombie Goblin Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rakdos Carnarium Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rakdos Carnarium Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shred Memory (1)(B) Instant Exile up to four target cards from a single graveyard. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skirk Prospector (R) Creature -- Goblin Sacrifice a Goblin: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skirk Prospector (R) Creature -- Goblin Sacrifice a Goblin: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skirk Prospector R Creature -- Goblin Sacrifice a Goblin: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skirk Prospector R Creature -- Goblin Sacrifice a Goblin: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth B Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Return target creature card with mana value 3 or less from your graveyard to the battlefield.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact Land

$$\{T\}: \text{Add } \{B\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact Land

$$\{T\} : \text{Add } \{B\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- * Abrade deals 3 damage to target creature.
- * Destroy target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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Choose one --
* Abrade deals 3 damage to target
creature.
* Destroy target artifact.
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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

{T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

BB

{T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

Cuombajj Witches (B)(B) Creature -- Human Wizard {T}: This creature deals 1 damage to any target and 1 damage to any target of an opponent's choice. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gorilla Shaman (R) Creature -- Ape Shaman {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gorilla Shaman (R) Creature -- Ape Shaman {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Introduction to Prophecy (3) Sorcery -- Lesson Scry 2, then draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Introduction to Prophecy (3) Sorcery -- Lesson Scry 2, then draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Masked Vandal (1)(G) Creature -- Shapeshifter Changeling (This card is every creature type.) When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast (R) Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev



Playtest cards - Beicodegeia - 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