

1 B

When this creature enters, each player sacrifices a nontoken creature of their choice.

2/1

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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

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2/2

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Devoid (this card has no color.)
 {1}{6}: 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}."

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 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

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B

When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.

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①

{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.

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<div><div><div>Chromatic Star</div><div>①</div></div><div>Artifact</div><div><div>{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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Chromatic Star</div><div>①</div></div><div>Artifact</div><div><div>{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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Chromatic Star</div><div>①</div></div><div>Artifact</div><div><div>{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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Cleansing Wildfire</div><div>①R</div></div><div>Sorcery</div><div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkmoss Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deadly Dispute1B</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> Drossforge Bridge </div> <div> Artifact Land </div> <div> <p>This land enters tapped. Indestructible {T}: Add {B} or {R}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Duress </div> <div> Sorcery </div> <div> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Eviscerator's Insight </div> <div> Instant </div> <div> <p>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Evolution Witness </div> <div> Creature -- Elf Shaman Mutant </div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Evolution Witness </div> <div> Creature -- Elf Shaman Mutant </div> <div> <p>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.) Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Forest </div> <div> Basic Land -- Forest </div> <div> <p>({T}: Add {G}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Forest </div> <div> Basic Land -- Forest </div> <div> <p>({T}: Add {G}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Forest </div> <div> Basic Land -- Forest </div> <div> <p>({T}: Add {G}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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

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When this artifact enters or is put into a graveyard from the battlefield, draw a card.

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Sacrifice an artifact: This creature deals 1 damage to each creature without flying.

1/1

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Sacrifice an artifact: This creature deals 1 damage to each creature without flying.

1/1

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

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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}."

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<div><div>Malevolent Rumble</div><div>①⑥</div></div> <div>Sorcery</div> <div>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}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Malevolent Rumble</div><div>①⑥</div></div> <div>Sorcery</div> <div>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}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sadistic Glee</div><div>Ⓑ</div></div> <div>Enchantment -- Aura</div> <div>Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>({T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Twisted Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle. Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<p>Writhing Chrysalis (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Writhing Chrysalis (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Writhing Chrysalis (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Writhing Chrysalis (2)(R)(G)</p> <p>Creature -- Eldrazi Drone</p> <p>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.</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Arms of Hadar (3)(B)</p> <p>Sorcery</p> <p>Creatures target player controls get -2/-2 until end of turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Duress (B)</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Duress (B)</p> <p>Sorcery</p> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Gorilla Shaman (R)</p> <p>Creature -- Ape Shaman</p> <p>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</p> <p>[sideboard]</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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

<div> <div> Healer of the Glade 6 </div> <div> Creature -- Elemental </div> <div> When this creature enters, you gain 3 life. </div> <div> [sideboard] </div> <div> 1/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Healer of the Glade 6 </div> <div> Creature -- Elemental </div> <div> When this creature enters, you gain 3 life. </div> <div> [sideboard] </div> <div> 1/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Healer of the Glade 6 </div> <div> Creature -- Elemental </div> <div> When this creature enters, you gain 3 life. </div> <div> [sideboard] </div> <div> 1/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Nihil Spellbomb 1 </div> <div> Artifact </div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Snuff Out 3B </div> <div> Instant </div> <div> If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Snuff Out 3B </div> <div> Instant </div> <div> If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Snuff Out 3B </div> <div> Instant </div> <div> If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Sylvok Lifestaff 1 </div> <div> Artifact -- Equipment </div> <div> Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life. Equip {1} </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div><div><div>Troublemaker Ouphe</div><div><div>1</div><div>6</div></div></div><div>Creature -- Ouphe</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> <td><div><div><div>Troublemaker Ouphe</div><div><div>1</div><div>6</div></div></div><div>Creature -- Ouphe</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div>Troublemaker Ouphe</div><div><div>1</div><div>6</div></div></div><div>Creature -- Ouphe</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td></td></td></td>	<div><div><div>Troublemaker Ouphe</div><div><div>1</div><div>6</div></div></div><div>Creature -- Ouphe</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> <td><div><div><div>Troublemaker Ouphe</div><div><div>1</div><div>6</div></div></div><div>Creature -- Ouphe</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td></td></td>	<div><div><div>Troublemaker Ouphe</div><div><div>1</div><div>6</div></div></div><div>Creature -- Ouphe</div><div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.</div><div>[sideboard]</div></div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> <td></td>	