

<p>Accursed Marauder (1)(B)</p> <p>Creature -- Zombie Warrior</p> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Accursed Marauder (1)(B)</p> <p>Creature -- Zombie Warrior</p> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Accursed Marauder (1)(B)</p> <p>Creature -- Zombie Warrior</p> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Accursed Marauder (1)(B)</p> <p>Creature -- Zombie Warrior</p> <p>When this creature enters, each player sacrifices a nontoken creature of their choice.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Basking Broodscale (1)(G)</p> <p>Creature -- Eldrazi Lizard</p> <p>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}."</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Basking Broodscale (1)(G)</p> <p>Creature -- Eldrazi Lizard</p> <p>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}."</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Basking Broodscale (1)(G)</p> <p>Creature -- Eldrazi Lizard</p> <p>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}."</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Basking Broodscale (1)(G)</p> <p>Creature -- Eldrazi Lizard</p> <p>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}."</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - FerMTG - Pauper (Pauper Challenge 32)

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

<div>Eldrazi Repurposer (2)(6)</div> <div>Creature -- Eldrazi Drone</div> <div>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}."</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eldrazi Repurposer (2)(6)</div> <div>Creature -- Eldrazi Drone</div> <div>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}."</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eldrazi Repurposer (2)(6)</div> <div>Creature -- Eldrazi Drone</div> <div>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}."</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Eldrazi Repurposer (2)(6)</div> <div>Creature -- Eldrazi Drone</div> <div>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}."</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Evolution Witness (2)(6)</div> <div>Creature -- Elf Shaman Mutant</div> <div>{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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Evolution Witness (2)(6)</div> <div>Creature -- Elf Shaman Mutant</div> <div>{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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Evolution Witness (2)(6)</div> <div>Creature -- Elf Shaman Mutant</div> <div>{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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Evolution Witness (2)(6)</div> <div>Creature -- Elf Shaman Mutant</div> <div>{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.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Expanding Ooze</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Creature -- Ooze</div><div><div>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div><div>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Expanding Ooze</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Creature -- Ooze</div><div><div>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div><div>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Expanding Ooze</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Creature -- Ooze</div><div><div>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div><div>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Expanding Ooze</div><div><div>1</div><div>B</div><div>G</div></div></div> <div><div>Creature -- Ooze</div><div><div>{B}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div><div>Whenever this creature attacks, put a +1/+1 counter on target modified creature you control. (Equipment, Auras you control, and counters are modifications.)</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Golgari Rot Farm</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Golgari Rot Farm</div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Malevolent Rumble 16</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 PLAY botbox.dev</div>
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G

When this creature enters, surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

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1/1

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(B)

Enchant creature
Whenever a creature dies, put a
+1/+1 counter on enchanted creature.

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(B/G)

Scavenge {0} ({0}, 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.)

1/1

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(B/G)

Scavenge {0} ({0}, 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.)

1/1

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(B/C)

Scavenge {0} ({0}, 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.)

1/1

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<div><div>Slitherhead</div><div><div>B/G</div></div><div>Creature -- Plant Zombie</div><div>Scavenge {0} ({0}, 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.)</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Unearth</div><div>B</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unearth</div><div>B</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unearth</div><div>B</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unearth</div><div>B</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Winding Way</div><div>1G</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Winding Way</div><div>1G</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Winding Way</div><div>1G</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Winding Way</div><div>1G</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Woodland Chasm</div> <div>Snow Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.) This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Woodland Chasm</div> <div>Snow Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.) This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Woodland Chasm</div> <div>Snow Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.) This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Woodland Chasm</div> <div>Snow Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.) This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div><div><div>Weather the Storm</div><div>①⑥</div></div><div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Weather the Storm</div><div>①⑥</div></div><div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Weather the Storm</div><div>①⑥</div></div><div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	

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