

Bitter Reunion (1)(R) <hr/> Enchantment <hr/> <p>When this enchantment enters, you may discard a card. If you do, draw two cards.</p> <p>{1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.</p> <div>1/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Burning Prophet (1)(R) <hr/> Creature -- Human Wizard <hr/> <p>Whenever you cast a noncreature spell, this creature gets +1/+0 until end of turn, then scry 1.</p> <div>1/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Burning Prophet (1)(R) <hr/> Creature -- Human Wizard <hr/> <p>Whenever you cast a noncreature spell, this creature gets +1/+0 until end of turn, then scry 1.</p> <div>1/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Burning Prophet (1)(R) <hr/> Creature -- Human Wizard <hr/> <p>Whenever you cast a noncreature spell, this creature gets +1/+0 until end of turn, then scry 1.</p> <div>1/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Burning Prophet (1)(R) <hr/> Creature -- Human Wizard <hr/> <p>Whenever you cast a noncreature spell, this creature gets +1/+0 until end of turn, then scry 1.</p> <div>1/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Crash Through (R) <hr/> Sorcery <hr/> <p>Creatures you control gain trample until end of turn. (Each of those creatures can deal excess combat damage to the player or planeswalker it's attacking.)</p> <p>Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Forest <hr/> Basic Land -- Forest <hr/> <p>{T}: Add {G}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Glimpse the Impossible (2)(R) <hr/> Sorcery <hr/> <p>Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}."</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - saidin.raken - 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;

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

Glimpse the Impossible (2)(R) Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Glimpse the Impossible (2)(R) Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Glimpse the Impossible (2)(R) Sorcery Exile the top three cards of your library. You may play those cards this turn. At the beginning of the next end step, if any of those cards remain exiled, put them into your graveyard, then create a 0/1 colorless Eldrazi Spawn creature token for each card put into your graveyard this way. Those tokens have "Sacrifice this token: Add {C}." <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Goblin Anarchomancer (R)(G) Creature -- Goblin Shaman Each spell you cast that's red or green costs {1} less to cast. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Guttersnipe</div><div>2R</div></div><div><div>Creature -- Goblin Shaman</div><div>Whenever you cast an instant or sorcery spell, this creature deals 2 damage to each opponent.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hickory Woodlot</div></div><div><div>Land</div><div>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hickory Woodlot</div></div><div><div>Land</div><div>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Hickory Woodlot</div></div><div><div>Land</div><div>This land enters tapped with two depletion counters on it. {T}, Remove a depletion counter from this land: Add {G}{G}. If there are no depletion counters on this land, sacrifice it.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Manamorphose</div><div>Instant</div><div>Add two mana in any combination of colors. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Manamorphose</div><div>Instant</div><div>Add two mana in any combination of colors. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Manamorphose</div><div>Instant</div><div>Add two mana in any combination of colors. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Manamorphose</div><div>Instant</div><div>Add two mana in any combination of colors. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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① R

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Add $\{R\}\{R\}$, then add $\{R\}$ for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

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Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

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Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped with two depletion counters on it.

{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

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This land enters tapped with two depletion counters on it.
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This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {R}{R}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Instant

Add $\{R\}\{R\}\{R\}\{R\}\{R\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Instant

Add $\{R\}\{R\}\{R\}\{R\}\{R\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Instant

Add $\{R\}\{R\}\{R\}\{R\}\{R\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 R

Instant

Add $\{R\}\{R\}\{R\}\{R\}\{R\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Insect

Red spells and white spells you cast
cost {1} less to cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Creature -- Insect

Red spells and white spells you cast
cost {1} less to cast.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Insect

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2/1

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<div><div><div>Wrenn's Resolve</div><div>①R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wrenn's Resolve</div><div>①R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wrenn's Resolve</div><div>①R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Wrenn's Resolve</div><div>①R</div></div><div>Sorcery</div><div>Exile the top two cards of your library. Until the end of your next turn, you may play those cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Feldon's Cane</div><div>①</div></div><div>Artifact</div><div>{T}, Exile this artifact: Shuffle your graveyard into your library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Flaring Pain</div><div>①R</div></div><div>Instant</div><div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mutagenic Growth</div><div>GP</div></div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mutagenic Growth</div><div>GP</div></div><div>Instant</div><div>{G/P} can be paid with either {G} or 2 life.) Target creature gets +2/+2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div><div>Weather the Storm16</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Weather the Storm16</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Weather the Storm16</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	

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