

Basking Broodscale ①Ⓔ

Creature -- Eldrazi Lizard

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}."

2/2

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Candy Trail ①

Artifact -- Food Clue

When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact:
You gain 3 life and draw a card.

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Candy Trail ①

Artifact -- Food Clue

When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact:
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When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact:
You gain 3 life and draw a card.

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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.

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<div><div>Chromatic Star</div><div>1</div></div> <div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Chromatic Star</div><div>1</div></div> <div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Deadly Dispute</div><div>1B</div></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><div>Deadly Dispute</div><div>1B</div></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>
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<div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Haunted Cloak</div><div>Artifact -- Equipment</div><div>Equipped creature has vigilance, trample, and haste. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Haunted Cloak</div><div>Artifact -- Equipment</div><div>Equipped creature has vigilance, trample, and haste. Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Ichor Wellspring ② <hr/> Artifact <hr/> <p>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</p>	Malevolent Rumble ①⑥ <hr/> Sorcery <hr/> <p>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}."</p>	Malevolent Rumble ①⑥ <hr/> Sorcery <hr/> <p>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}."</p>	Malevolent Rumble ①⑥ <hr/> Sorcery <hr/> <p>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}."</p>
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Playtest cards - CounterTopGarchomp - 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 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Professor's Warning</div><div><div>B</div></div></div> <div><div>Instant</div><div>Choose one -- * Put a +1/+1 counter on target creature. * Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sadistic Glee</div><div><div>B</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sadistic Glee</div><div><div>B</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sadistic Glee</div><div><div>B</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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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Twisted Landscape

Land

{T}: Add {C}.
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Cycling {B}{R}{G} ({B}{R}{G}, Discard this card: Draw a card.)

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Vault of Whispers

Artifact Land

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

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Drown in Sorrow (1)(B)(B)

Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sidebar]

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<div><div><div>Gut Shot</div><div>RP</div></div><div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gut Shot</div><div>RP</div></div><div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gut Shot</div><div>RP</div></div><div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gut Shot</div><div>RP</div></div><div><div>Instant</div><div>{R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Snuff Out</div><div>3B</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Snuff Out</div><div>3B</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Snuff Out</div><div>3B</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Snuff Out</div><div>3B</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div></div>	<div><div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div></div>	<div><div><div>Tamiyo's Safekeeping</div><div>Instant</div><div>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div></div>	
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