

<div> <div> Basking Broodscale <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Eldrazi Lizard </div> <div> 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}." </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Basking Broodscale <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Eldrazi Lizard </div> <div> 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}." </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Basking Broodscale <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Eldrazi Lizard </div> <div> 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}." </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Basking Broodscale <div> <div>1</div> <div>6</div> </div> </div> <div> Creature -- Eldrazi Lizard </div> <div> 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}." </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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Playtest cards - Hype12232 - Pauper (Pauper League)

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

<div><div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

Golgari Rot Farm

Land

This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {B}{G}.

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Gravitic Punch

③ ④

Sorcery

Target creature you control deals damage equal to its power to target player.

Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)

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Haunted Mire

Land - - Swamp Forest

({T}: Add {B} or {G}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunted Mire

Land -- Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Haunted Mire

Land - - Swamp Forest

({T}: Add {B} or {G}.)
This land enters tapped.

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Jack-o' - Lantern

①

Artifact

{1}, {T}, Sacrifice this artifact: Exile up to one target card from a graveyard. Draw a card.

{1}, Exile this card from your graveyard: Add one mana of any color.

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Khalni Garden

Land

This land enters tapped.
When this land enters, create a 0/1
green Plant creature token.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ⑧

Sorcery

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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① ②

Creature -- Nightmare Horror

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

When this creature leaves the battlefield, return the exiled card to its owner's hand.

1/1

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① B

Creature -- Nightmare Horror

When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.

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1/1

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<div><div>Mesmeric Fiend</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Nightmare Horror</div><div>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mesmeric Fiend</div><div><div>1</div><div>B</div></div></div> <div><div>Creature -- Nightmare Horror</div><div>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Nest Invader</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Eldrazi Drone</div><div>When this creature enters, create a 0/1 colorless Eldrazi Spawn creature token. It has "Sacrifice this token: Add {C}."</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Nest Invader</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Eldrazi Drone</div><div>When this creature enters, create a 0/1 colorless Eldrazi Spawn creature token. It has "Sacrifice this token: Add {C}."</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Snarling Gorehound

B

Creature -- Dog

Menace
Whenever another creature you control with power 2 or less enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snarling Gorehound

(B)

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1/1

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Snow-Covered Swamp

Basic Snow Land - - Swamp

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

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<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><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Vault of Whispers</div><div>Artifact Land</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Vault of Whispers</div><div>Artifact Land</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Vault of Whispers</div><div>Artifact Land</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Village Rites</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Village Rites</div><div>B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Village Rites</div><div>B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Village Rites</div><div>B</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Witherbloom Campus</div><div></div><div>Land</div><div>This land enters tapped. {T}: Add {B} or {G}. {4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Drown in Sorrow</div><div>1BB</div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Drown in Sorrow</div><div>1BB</div><div>Sorcery</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Essence Warden</div><div>G</div><div>Creature -- Elf Shaman</div><div>Whenever another creature enters, you gain 1 life.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Essence Warden</div><div>G</div><div>Creature -- Elf Shaman</div><div>Whenever another creature enters, you gain 1 life.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

G

Whenever another creature enters,
you gain 1 life.

[sidebar]

1/1

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G

```
Whenever another creature enters,
you gain 1 life.
```

[sideboard]

1/1

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RP

{R/P} can be paid with either {R}
or 2 life.)
Gut Shot deals 1 damage to any
target.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RP

{R/P} can be paid with either {R}
or 2 life.)
Gut Shot deals 1 damage to any
target.

[sideboard]

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3 B

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.

[sidebar]

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3 B

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Destroy target nonblack creature. It can't be regenerated.

[sideboard]

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①

```
Equipped creature gets +1/+0.
Whenever equipped creature dies, you
gain 3 life.
Equip {1}
```

[sidebar]

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<div> <div>Sylvok Lifestaff</div> <div>①</div> </div> <div> <div>Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life.</p> <p>Equip {1}</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tamiyo's Safekeeping</div> <div>⑥</div> </div> <div> <div>Instant</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Tamiyo's Safekeeping</div> <div>⑥</div> </div> <div> <div>Instant</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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