

<div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Alms of the Vein</div> <div>2B</div> <div>Sorcery</div> <div>Target opponent loses 3 life and you gain 3 life. Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Bojuka Bog</div> <div>Land</div> <div>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Demand Answers</div> <div>1R</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or discard a card. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Demand Answers</div> <div>1R</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or discard a card. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Drossforge Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div><div>Fiery Temper</div><div>①②③</div></div><div>Instant</div><div>Fiery Temper deals 3 damage to any target. Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fiery Temper</div><div>①②③</div></div><div>Instant</div><div>Fiery Temper deals 3 damage to any target. Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Fiery Temper</div><div>①②③</div></div><div>Instant</div><div>Fiery Temper deals 3 damage to any target. Madness {R} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic Blast</div><div>④</div></div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Jagged Barrens

Land - - Desert

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damage to target opponent.
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Kitchen Imp

Creature -- Imp

Flying, haste
Madness {B} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

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Lightning Bolt

Instant

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Lightning Bolt deals 3 damage to any
target.
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<div> <div>Lightning Bolt</div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</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>Rakdos Carnarium</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}{R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div><div>Sneaky Snacker</div><div><div>U</div><div>B</div></div></div><div><div>Creature -- Faerie Rogue</div><div>Flying</div><div>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Vampire's Kiss</div><div><div>1</div><div>B</div></div></div><div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life. Create two Blood tokens. (They're artifacts with "{1}, {T}", Discard a card, Sacrifice this token: Draw a card.")</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
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<div><div><div>Voldaren Epicure</div><div>Ⓜ</div></div><div>Creature -- Vampire</div><div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Voldaren Epicure</div><div>Ⓜ</div></div><div>Creature -- Vampire</div><div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Voldaren Epicure</div><div>Ⓜ</div></div><div>Creature -- Vampire</div><div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Voldaren Epicure</div><div>Ⓜ</div></div><div>Creature -- Vampire</div><div>When this creature enters, it deals 1 damage to each opponent. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Breath Weapon</div><div>②Ⓜ</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Breath Weapon</div><div>②Ⓜ</div></div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cast into the Fire</div><div>①Ⓜ</div></div><div>Instant</div><div>Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cast into the Fire</div><div>①Ⓜ</div></div><div>Instant</div><div>Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Cast into the Fire (1)(R) <hr/> Instant <hr/> Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. [sideboard]	Contaminated Ground (1)(B) <hr/> Enchantment -- Aura <hr/> Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. [sideboard]	Contaminated Ground (1)(B) <hr/> Enchantment -- Aura <hr/> Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. [sideboard]	Contaminated Ground (1)(B) <hr/> Enchantment -- Aura <hr/> Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. [sideboard]
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Contaminated Ground (1)(B) <hr/> Enchantment -- Aura <hr/> Enchant land Enchanted land is a Swamp. Whenever enchanted land becomes tapped, its controller loses 2 life. [sideboard]	End the Festivities (R) <hr/> Sorcery <hr/> End the Festivities deals 1 damage to each opponent and each creature and planeswalker they control. [sideboard]	Extract a Confession (1)(B) <hr/> Sorcery <hr/> As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control. [sideboard]	Gorilla Shaman (R) <hr/> Creature -- Ape Shaman <hr/> {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	<div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - luanpizzio - 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 9/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div><div><div><div></div><div>Gorilla Shaman</div><div><div>R</div></div></div></div><div><div>Creature -- Ape Shaman</div><div><div><div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div></div></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Gorilla Shaman</div><div><div>R</div></div></div></div><div><div>Creature -- Ape Shaman</div><div><div><div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div></div></div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>	<div><div><div><div><div><div></div><div>Nihil Spellbomb</div><div><div>1</div></div></div></div><div><div>Artifact</div><div><div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div></div>
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