

<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>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> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>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> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>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> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Creature -- Eldrazi Lizard</div> <div> <div>Devoid (This card has no color.)</div> <div>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)</div> <div>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> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Chromatic Star</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Chromatic Star</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <div>{1}, {T}, Sacrifice this artifact: Add one mana of any color.</div> <div>When this artifact is put into a graveyard from the battlefield, draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Cleansing Wildfire</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Cleansing Wildfire</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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Drossforge Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drossforge Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress

(B)

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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Energy Refractor

②

Artifact

When this artifact enters, draw a card.
{2}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Energy Refractor

②

Artifact

When this artifact enters, draw a card.

{2}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolution Witness

②⑥

Creature -- Elf Shaman Mutant

{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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolution Witness

②⑥

Creature -- Elf Shaman Mutant

{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.

2/1

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Forest

Basic Land -- Forest

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

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Forest

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Basic Land -- Forest

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

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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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Krark-Clan Shaman

®

Creature -- Goblin Shaman

Sacrifice an artifact: This creature deals 1 damage to each creature without flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Krark-Clan Shaman

®

Creature -- Goblin Shaman

Sacrifice an artifact: This creature deals 1 damage to each creature without flying.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Makeshift Munitions

① R

Enchantment

{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.

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Malevolent Rumble

① ⑥

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

Malevolent Rumble (1)(G) <hr/> Sorcery <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Malevolent Rumble (1)(G) <hr/> Sorcery <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Malevolent Rumble (1)(G) <hr/> Sorcery <hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Molten Gatekeeper (2)(R) <hr/> Artifact Creature -- Golem <hr/> Whenever another creature you control enters, this creature deals 1 damage to each opponent. Unearth {R} ({R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) <div>2/3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Mountain <hr/> Basic Land -- Mountain <hr/> ({T}: Add {R}.) <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Sadistic Glee (B) <hr/> Enchantment -- Aura <hr/> Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Sadistic Glee (B) <hr/> Enchantment -- Aura <hr/> Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Sadistic Glee (B) <hr/> Enchantment -- Aura <hr/> Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature. <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - -capivara- - 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>Sadistic Glee</div><div>B</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>Slagwoods Bridge</div><div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Slagwoods Bridge</div><div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Slagwoods Bridge</div><div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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B

Menace
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1/1

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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.)

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Twisted Landscape

Land

{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.)

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Writhing Chrysalis 2R(G)

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When you cast this spell, create two
0/1 colorless Eldrazi Spawn creature
tokens with "Sacrifice this token:
Add {C}."
Reach
Whenever you sacrifice another
Eldrazi, put a +1/+1 counter on this
creature.

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Accursed Marauder (1)(B)

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sidebar]

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Accursed Marauder (1)(B)

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

[sidebar]

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Breath Weapon (2)(R)

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Breath Weapon</div> <div> <div>2</div> <div>R</div> </div> </div> <div>Instant</div> <div>Breath Weapon deals 2 damage to each non-Dragon creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Duress</div> <div> <div>B</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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Duress</div> <div> <div>B</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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Krark-Clan Shaman</div> <div> <div>R</div> </div> </div> <div>Creature -- Goblin Shaman</div> <div>Sacrifice an artifact: This creature deals 1 damage to each creature without flying.</div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Nihil Spellbomb</div> <div> <div>1</div> </div> </div> <div>Artifact</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Snuff Out</div> <div> <div>3</div> <div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Snuff Out</div> <div> <div>3</div> <div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Sylvok Lifestaff</div> <div> <div>1</div> </div> </div> <div>Artifact -- Equipment</div> <div>Equipped creature gets +1/+0. Whenever equipped creature dies, you gain 3 life. Equip {1}</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Tamiyo's Safekeeping

Instant

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.)

[sidebar]

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[sidebar]

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Troublemaker Ouphe 1 G

Creature -- Ouphe

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.

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[sidebar]
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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Troublemaker Ouphe ①ⓖ

Creature -- Ouphe

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls.

[sideboard]

2/2

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