

<div> <div>Basking Broodscale</div> <div> <div>1</div> <div>6</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>6</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>6</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>6</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>Darkmoss Bridge</div> </div> <div>Artifact Land</div> <div> <div>This land enters tapped.</div> <div>Indestructible</div> <div>{T}: Add {B} or {G}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Darkmoss Bridge</div> </div> <div>Artifact Land</div> <div> <div>This land enters tapped.</div> <div>Indestructible</div> <div>{T}: Add {B} or {G}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Darkmoss Bridge</div> </div> <div>Artifact Land</div> <div> <div>This land enters tapped.</div> <div>Indestructible</div> <div>{T}: Add {B} or {G}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Drossforge Bridge</div> </div> <div>Artifact Land</div> <div> <div>This land enters tapped.</div> <div>Indestructible</div> <div>{T}: Add {B} or {R}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

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

Evolution Witness (2)(G)

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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Evolution Witness (2)(G)

Creature -- Elf Shaman Mutant

{1}{6}: 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 (2) (G)

Creature -- Elf Shaman Mutant

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2/1

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Faithless Looting ^(R)

Sorcery

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faithless Looting ^(R)

Sorcery

Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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② ③

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}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Lightning Bolt</div><div>R</div></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><div>Lightning Bolt</div><div>R</div></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><div>Lightning Bolt</div><div>R</div></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><div>Lightning Bolt</div><div>R</div></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><div>Malevolent Rumble</div><div>1G</div></div><div>Sorcery</div><div>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}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Malevolent Rumble</div><div>1G</div></div><div>Sorcery</div><div>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}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Malevolent Rumble</div><div>1G</div></div><div>Sorcery</div><div>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}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Malevolent Rumble</div><div>1G</div></div><div>Sorcery</div><div>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}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Molten Gatekeeper <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Golem</div> <div> 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> <div> <div>2/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Molten Gatekeeper <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Golem</div> <div> 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> <div> <div>2/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Molten Gatekeeper <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Golem</div> <div> 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> <div> <div>2/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Molten Gatekeeper <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Artifact Creature -- Golem</div> <div> 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> <div> <div>2/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div> Mountain </div> <div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Mountain </div> <div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Mountain </div> <div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Mountain </div> <div> <div>Basic Land -- Mountain</div> <div> ({T}: Add {R}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>

Playtest cards - maeear - 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>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>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>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>	<div><div>Snakeskin Veil</div><div>G</div><div>Instant</div><div>Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Writhing Chrysalis (2)(R)(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. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Writhing Chrysalis (2)(R)(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. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Writhing Chrysalis (2)(R)(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. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Writhing Chrysalis (2)(R)(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. <div>2/3</div> 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. [sideboard] 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. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mogis's Favor (B) Enchantment -- Aura Enchant creature Enchanted creature gets +2/-1. Escape--{2}{B}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Mogis's Favor (B) </div> <div> Enchantment -- Aura </div> <div> Enchant creature Enchanted creature gets +2/-1. Escape--{2}{B}, Exile two other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Nihil Spellbomb (1) </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Nihil Spellbomb (1) </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pick Your Poison (G) </div> <div> Sorcery </div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Pick Your Poison (G) </div> <div> Sorcery </div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pick Your Poison (G) </div> <div> Sorcery </div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pick Your Poison (G) </div> <div> Sorcery </div> <div> Choose one -- * Each opponent sacrifices an artifact of their choice. * Each opponent sacrifices an enchantment of their choice. * Each opponent sacrifices a creature with flying of their choice. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Rotten Reunion (B) </div> <div> Instant </div> <div> Exile up to one target card from a graveyard. Create a 2/2 black Zombie creature token with decayed. (It can't block. When it attacks, sacrifice it at end of combat.) Flashback {1}{B} (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 PLAY botbox.dev </div>

<div><div>Unholy Heat</div><div><div>R</div></div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unholy Heat</div><div><div>R</div></div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Unholy Heat</div><div><div>R</div></div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker. Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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