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| <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>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}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>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}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>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}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Basking Broodscale</b> ①⑥<br>Creature -- Eldrazi Lizard<br>Devoid (This card has no color.)<br>{1}{G}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)<br>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}."<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Chromatic Star</b> ①<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                           | <b>Chromatic Star</b> ①<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                           | <b>Chromatic Star</b> ①<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                           | <b>Chromatic Star</b> ①<br>Artifact<br>{1}, {T}, Sacrifice this artifact: Add one mana of any color.<br>When this artifact is put into a graveyard from the battlefield, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                           |

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| <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>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><div>1</div><div>B</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>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><div>1</div><div>B</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>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><div>1</div><div>B</div></div></div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>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>Deceptive Landscape</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               | <div><div>Deceptive Landscape</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               | <div><div>Deceptive Landscape</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               | <div><div>Deceptive Landscape</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Swamp, or Forest card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{B}{G} ({W}{B}{G}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>               |

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| <div><div><div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                | <div><div><div>Duress</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                |
| <div><div><div>Energy Refractor</div><div>②</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{2}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Energy Refractor</div><div>②</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{2}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Eviscerator's Insight</div><div>①ⓑ</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Eviscerator's Insight</div><div>①ⓑ</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Eviscerator's Insight ①B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div>Ichor Wellspring ②</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ichor Wellspring ②</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ichor Wellspring ②</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

②

When this artifact enters or is put into a graveyard from the battlefield, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

① ⑥

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      bothbox.dev

① ②

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 ⑥

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

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

2 B

Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Nadier's Nightblade</b> <span>2</span> <span>B</span> </div> <div>           Creature -- Elf Warrior         </div> <div>           Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.         </div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Nadier's Nightblade</b> <span>2</span> <span>B</span> </div> <div>           Creature -- Elf Warrior         </div> <div>           Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.         </div> <div> <div>1/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Sadistic Glee</b> <span>B</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature<br/>           Whenever a creature dies, put a +1/+1 counter on enchanted creature.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                  | <div> <b>Sadistic Glee</b> <span>B</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature<br/>           Whenever a creature dies, put a +1/+1 counter on enchanted creature.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                  |
| <div> <b>Sadistic Glee</b> <span>B</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature<br/>           Whenever a creature dies, put a +1/+1 counter on enchanted creature.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                      | <div> <b>Sadistic Glee</b> <span>B</span> </div> <div>           Enchantment -- Aura         </div> <div>           Enchant creature<br/>           Whenever a creature dies, put a +1/+1 counter on enchanted creature.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                      | <div> <b>Snakeskin Veil</b> <span>G</span> </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 PLAY           botbox.dev         </div> | <div> <b>Snakeskin Veil</b> <span>G</span> </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 PLAY           botbox.dev         </div> |

Playtest cards - NMT\_Sco94 - 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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Snakeskin Veil</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><div>Snakeskin Veil</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><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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> |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>                                                                                                                                               | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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> |

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| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 | <div><div>Tree of Tales</div><div>Artifact Land</div><div>{T}: Add {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        | <div><div>Tree of Tales</div><div>Artifact Land</div><div>{T}: Add {G}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                        |
| <div><div>Circle of Protection: Blue1W</div><div>Enchantment</div><div>{1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Circle of Protection: Blue1W</div><div>Enchantment</div><div>{1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Drown in Sorrow1BB</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Drown in Sorrow1BB</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div><div><div><div></div><div><b>Drown in Sorrow</b></div><div><div>1</div><div>B</div><div>B</div></div></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><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><b>Drown in Sorrow</b></div><div><div>1</div><div>B</div><div>B</div></div></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><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><b>Mesmeric Fiend</b></div><div><div>1</div><div>B</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.<br/>When this creature leaves the battlefield, return the exiled card to its owner's hand.</div><div>[sideboard]</div><div><div>1/1</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><b>Mesmeric Fiend</b></div><div><div>1</div><div>B</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.<br/>When this creature leaves the battlefield, return the exiled card to its owner's hand.</div><div>[sideboard]</div><div><div>1/1</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><b>Snuff Out</b></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.<br/>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></div></div> | <div><div><div><div><div><div></div><div><b>Snuff Out</b></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.<br/>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></div></div> | <div><div><div><div><div><div></div><div><b>Snuff Out</b></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.<br/>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></div></div>                                                                                                        | <div><div><div><div><div><div></div><div><b>Snuff Out</b></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.<br/>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></div></div>                                                                                                        |

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| <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell,<br/>copy it for each spell cast before<br/>it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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Playtest cards - NMT\_Sco94 - 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 10/10 - 3 cards - 2.5 x 3.5 in each