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| <b>Basking Broodscale</b> (1)(G)<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> (1)(G)<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> (1)(G)<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> (1)(G)<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>Blood Fountain</b> (B)<br>Artifact<br>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")<br>{3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                  | <b>Corrupted Conviction</b> (B)<br>Instant<br>As an additional cost to cast this spell, sacrifice a creature.<br>Draw two cards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    | <b>Corrupted Conviction</b> (B)<br>Instant<br>As an additional cost to cast this spell, sacrifice a creature.<br>Draw two cards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    | <b>Deadly Dispute</b> (1)(B)<br>Instant<br>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.")<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              |

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| <b>Deadly Dispute</b> ① ⑧<br><hr/> Instant<br><hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Deadly Dispute</b> ① ⑧<br><hr/> Instant<br><hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <b>Deadly Dispute</b> ① ⑧<br><hr/> Instant<br><hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            | <b>Energy Refractor</b> ②<br><hr/> Artifact<br><hr/> When this artifact enters, draw a card.<br>{2}: Add one mana of any color. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                            |
| <b>Energy Refractor</b> ②<br><hr/> Artifact<br><hr/> When this artifact enters, draw a card.<br>{2}: Add one mana of any color. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <b>Eviscerator's Insight</b> ① ⑧<br><hr/> Instant<br><hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Eviscerator's Insight</b> ① ⑧<br><hr/> Instant<br><hr/> 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Evolution Witness</b> ② ⑥<br><hr/> Creature -- Elf Shaman Mutant<br><hr/> {1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)<br>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand. <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

# Playtest cards - ezocratto - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Evolution Witness</b> (2)(G)<br>Creature -- Elf Shaman Mutant<br>{1}{G}: Adapt 2. (If this creature has no +1/+1 counters on it, put two +1/+1 counters on it.)<br>Whenever one or more +1/+1 counters are put on this creature, return target permanent card from your graveyard to your hand.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev            | <b>Greedy Freebooter</b> (B)<br>Creature -- Human Pirate<br>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Greedy Freebooter</b> (B)<br>Creature -- Human Pirate<br>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Greedy Freebooter</b> (B)<br>Creature -- Human Pirate<br>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Greedy Freebooter</b> (B)<br>Creature -- Human Pirate<br>When this creature dies, scry 1 and create a Treasure token. (To scry 1, look at the top card of your library. You may put that card on the bottom. A Treasure token is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Haunted Mire</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>This land enters tapped.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                             | <b>Haunted Mire</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>This land enters tapped.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                             | <b>Haunted Mire</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>This land enters tapped.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                             |

Playtest cards - ezocratto - Pauper (Pauper League)

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

Land - - Swamp Forest

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②

Artifact

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

②

Artifact

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

1 B

Creature -- Nightmare Horror

1/1

1 B

Creature -- Nightmare Horror

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Creature -- Nightmare Horror

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑧

Creature -- Nightmare Horror

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Creature -- Elf Warrior

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <p><b>Nadier's Nightblade</b> (2)(B)</p> <p>Creature -- Elf Warrior</p> <p>Whenever a token you control leaves the battlefield, each opponent loses 1 life and you gain 1 life.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sadistic Glee</b> (B)</p> <p>Enchantment -- Aura</p> <p>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                  | <p><b>Sadistic Glee</b> (B)</p> <p>Enchantment -- Aura</p> <p>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                  | <p><b>Sadistic Glee</b> (B)</p> <p>Enchantment -- Aura</p> <p>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                  |
| <p><b>Sadistic Glee</b> (B)</p> <p>Enchantment -- Aura</p> <p>Enchant creature<br/>Whenever a creature dies, put a +1/+1 counter on enchanted creature.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                    | <p><b>Shambling Ghast</b> (B)</p> <p>Creature -- Zombie</p> <p>When this creature dies, choose one --<br/>* Target creature an opponent controls gets -1/-1 until end of turn.<br/>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Shambling Ghast</b> (B)</p> <p>Creature -- Zombie</p> <p>When this creature dies, choose one --<br/>* Target creature an opponent controls gets -1/-1 until end of turn.<br/>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Shambling Ghast</b> (B)</p> <p>Creature -- Zombie</p> <p>When this creature dies, choose one --<br/>* Target creature an opponent controls gets -1/-1 until end of turn.<br/>* Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - ezocratto - Pauper (Pauper League)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Shambling Ghast</div><div>B</div></div><div><div>Creature -- Zombie</div><div>When this creature dies, choose one --<br/>* Target creature an opponent controls gets -1/-1 until end of turn.<br/>* Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
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| <div><div><b>Swamp</b></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div><div><b>Swamp</b></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div><div><b>Vault of Whispers</b></div><div>Artifact Land</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div><b>Vault of Whispers</b></div><div>Artifact Land</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     |
| <div><div><b>Vault of Whispers</b></div><div>Artifact Land</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Vault of Whispers</b></div><div>Artifact Land</div><div>{T}: Add {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Village Rites</b><div>B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Village Rites</b><div>B</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a creature. Draw two cards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Village Rites</div><div>B</div></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>Village Rites</div><div>B</div></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>Wizard's Rockets</div><div>1</div></div> <div>Artifact</div> <div><div>This artifact enters tapped.</div><div>{X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors.</div><div>When this artifact is put into a graveyard from the battlefield, draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wizard's Rockets</div><div>1</div></div> <div>Artifact</div> <div><div>This artifact enters tapped.</div><div>{X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors.</div><div>When this artifact is put into a graveyard from the battlefield, draw a card.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Drown in Sorrow</div><div>1BB</div></div> <div>Sorcery</div> <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 Sorrow</div><div>1BB</div></div> <div>Sorcery</div> <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 Sorrow</div><div>1BB</div></div> <div>Sorcery</div> <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>Duress</div><div>B</div></div> <div>Sorcery</div> <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 PLAYbotbox.dev</div>                                                                             |

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| <div><div><div>Duress</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div><div>Snuff Out</div><div>3B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div><div>Snuff Out</div><div>3B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div><div>Snuff Out</div><div>3B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Snuff Out</div><div>3B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tamiyo's Safekeeping</div><div>G</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tamiyo's Safekeeping</div><div>G</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Weather the Storm</div><div>1G</div></div><div>Instant</div><div>You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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 - ezocratto - Pauper (Pauper League)

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