

Basking Broodscale ①Ⓔ

Creature -- Eldrazi Lizard

Devoid (this card has no color.)
 {1}{6}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)
 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}."

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Deadly Dispute (1)(B)

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.")

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Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eviscerator's Insight 1B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Mire Land -- Swamp Forest {T}: Add {B} or {G}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Mire Land -- Swamp Forest {T}: Add {B} or {G}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haunted Mire Land -- Swamp Forest {T}: Add {B} or {G}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Haunted Mire Land -- Swamp Forest {T}: Add {B} or {G}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ichor Wellspring2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ichor Wellspring2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ichor Wellspring2 Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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}.

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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 with "Sacrifice this token: Add {C}."

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Malevolent Rumble 1G 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}." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mesmeric Fiend 1B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nadier's Nightblade 2B Creature -- Elf Warrior 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 PLAYbotbox.dev	Nadier's Nightblade 2B Creature -- Elf Warrior 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 PLAYbotbox.dev
Nadier's Nightblade 2B Creature -- Elf Warrior 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 PLAYbotbox.dev	Sadistic Glee B Enchantment -- Aura Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sadistic Glee B Enchantment -- Aura Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sadistic Glee B Enchantment -- Aura Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Sandstorm Instant Sandstorm deals 1 damage to each attacking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandstorm Instant Sandstorm deals 1 damage to each attacking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sandstorm Instant Sandstorm deals 1 damage to each attacking creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snuff Out Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm16 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	

Playtest cards - PR0boszcz - 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