

Ancient Stirrings 6 Sorcery Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Stirrings 6 Sorcery Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Stirrings 6 Sorcery Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Stirrings 6 Sorcery Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Chromatic Sphere 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Sphere 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Sphere 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Sphere 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card. (Activate only as an instant.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Chromatic Star 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Star 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Star 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chromatic Star 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crop Rotation 6 Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crop Rotation 6 Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crop Rotation 6 Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crop Rotation 6 Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Expedition Map ① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map ① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map ① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map ① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fangren Marauder ⑤⑥ Creature -- Beast Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fangren Marauder ⑤⑥ Creature -- Beast Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fangren Marauder ⑤⑥ Creature -- Beast Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fangren Marauder ⑤⑥ Creature -- Beast Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fierce Empath ②⑥ Creature -- Elf When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fierce Empath ②⑥ Creature -- Elf When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fierce Empath ②⑥ Creature -- Elf When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fierce Empath ②⑥ Creature -- Elf When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lull16 Instant Prevent all combat damage that would be dealt this turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lull16 Instant Prevent all combat damage that would be dealt this turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ruin Processor7 Creature -- Eldrazi Processor When you cast this spell, you may put a card an opponent owns from exile into that player's graveyard. If you do, you gain 5 life. 7/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Scour from Existence7 Instant Exile target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scour from Existence7 Instant Exile target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scour from Existence7 Instant Exile target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scour from Existence7 Instant Exile target permanent. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ulamog's Crusher 8 Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog's Crusher 8 Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog's Crusher 8 Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog's Crusher 8 Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Tower Land -- Urza's Tower {T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wretched Gryff 7 Creature -- Eldrazi Hippogriff Emerge {5}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, draw a card. Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wretched Gryff 7 Creature -- Eldrazi Hippogriff Emerge {5}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, draw a card. Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wretched Gryff 7 Creature -- Eldrazi Hippogriff Emerge {5}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, draw a card. Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wretched Gryff 7 Creature -- Eldrazi Hippogriff Emerge {5}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, draw a card. Flying 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cram Session 1 6/6 Sorcery You gain 4 life. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cram Session 1 6/6 Sorcery You gain 4 life. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cram Session 1 6/6 Sorcery You gain 4 life. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cram Session 1 6/6 Sorcery You gain 4 life. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Environmental Sciences ② Sorcery -- Lesson Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fractal Summoning (X)(6/U)(6/U) Sorcery -- Lesson Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Introduction to Annihilation ⑤ Sorcery -- Lesson Exile target nonland permanent. Its controller draws a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Introduction to Prophecy ③ Sorcery -- Lesson Scry 2, then draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pulse of Murasa ②⑥ Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus ① Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Twin-Silk Spider ②⑥ Creature -- Spider Reach When this creature enters, create a 1/2 green Spider creature token with reach. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Geme - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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