

Basking Broodscale (1)(G) Creature -- Eldrazi Lizard Devoid (This card has no color.) {1}{G}: 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	Basking Broodscale (1)(G) Creature -- Eldrazi Lizard Devoid (This card has no color.) {1}{G}: 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	Basking Broodscale (1)(G) Creature -- Eldrazi Lizard Devoid (This card has no color.) {1}{G}: 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	Basking Broodscale (1)(G) Creature -- Eldrazi Lizard Devoid (This card has no color.) {1}{G}: 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
Bloodrite Invoker (2)(B) Creature -- Vampire Shaman {8}: Target player loses 3 life and you gain 3 life. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodrite Invoker (2)(B) Creature -- Vampire Shaman {8}: Target player loses 3 life and you gain 3 life. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bloodrite Invoker (2)(B) Creature -- Vampire Shaman {8}: Target player loses 3 life and you gain 3 life. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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	Deadly Dispute 1B 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Energy Refractor 2 Artifact When this artifact enters, draw a card. {2}: Add one mana of any color. 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

Foreboding Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Foreboding Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.) 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
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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

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B

Enchant creature
Whenever a creature dies, put a
+1/+1 counter on enchanted creature.

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

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Tamiyo's Safekeeping 6 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 6 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	Tree of Tales Artifact Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tree of Tales Artifact Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Twisted Landscape Land {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twisted Landscape Land {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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wizard's Rockets1 Artifact This artifact enters tapped. {X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wizard's Rockets1 Artifact This artifact enters tapped. {X}, {T}, Sacrifice this artifact: Add X mana in any combination of colors. When this artifact is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Circle of Protection: Blue1W Enchantment {1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Blue1W Enchantment {1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in Sorrow1BB Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in Sorrow1BB Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① B B

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.)

1 B

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

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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

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3 B

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.

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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.

3 B

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.

G

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.)

G

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.)

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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 - Abisd94 - Pauper (Pauper Challenge 64)

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