

Land

{T}: Add {C}.
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}.
Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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

① ② 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

① ②

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

① ⑥

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

Ⓒ

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When this creature dies, create a
1/1 colorless Eldrazi Scion creature
token. It has "Sacrifice this token:
Add {C}."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When this creature dies, create a
1/1 colorless Eldrazi Scion creature
token. It has "Sacrifice this token:
Add {C}."

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blisterpod Ⓞ Creature -- Eldrazi Drone Devoid (This card has no color.) When this creature dies, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blisterpod Ⓞ Creature -- Eldrazi Drone Devoid (This card has no color.) When this creature dies, create a 1/1 colorless Eldrazi Scion creature token. It has "Sacrifice this token: Add {C}." 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodthrone Vampire 1B Creature -- Vampire Sacrifice a creature: This creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodthrone Vampire 1B Creature -- Vampire Sacrifice a creature: This creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Bloodthrone Vampire 1B Creature -- Vampire Sacrifice a creature: This creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bloodthrone Vampire 1B Creature -- Vampire Sacrifice a creature: This creature gets +2/+2 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brindle Shoat 1G Creature -- Boar When this creature dies, create a 3/3 green Boar creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brindle Shoat 1G Creature -- Boar When this creature dies, create a 3/3 green Boar creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brindle Shoat 1 6 Creature -- Boar When this creature dies, create a 3/3 green Boar creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brindle Shoat 1 6 Creature -- Boar When this creature dies, create a 3/3 green Boar creature token. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder B Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder B Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Carrion Feeder B Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Carrion Feeder B Creature -- Zombie This creature can't block. Sacrifice a creature: Put a +1/+1 counter on this creature. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Falkenrath Noble 3 B Creature -- Vampire Noble Flying Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Falkenrath Noble 3 B Creature -- Vampire Noble Flying Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life. 2/2 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	Golgari Rot Farm Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golgari Rot Farm Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Golgari Rot Farm Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jungle Hollow Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Khalni Garden 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 PLAYbotbox.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

B

Creature -- Insect

Whenever a player sacrifices a creature, you may put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Creature -- Insect

Whenever a player sacrifices a creature, you may put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Creature -- Insect

Whenever a player sacrifices a creature, you may put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Creature -- Insect

Whenever a player sacrifices a creature, you may put a +1/+1 counter on this creature.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Creature -- Zombie

When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Creature -- Zombie

When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nested Shambler B Creature -- Zombie When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nested Shambler B Creature -- Zombie When this creature dies, create X tapped 1/1 green Squirrel creature tokens, where X is this creature's power. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rancor G Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Sadistic Glee 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 Enchantment -- Aura Enchant creature Whenever a creature dies, put a +1/+1 counter on enchanted creature. 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	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

Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Village Rites B Instant As an additional cost to cast this spell, sacrifice a creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Apostle's Blessing 1WP Instant {W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Apostle's Blessing 1WP Instant {W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Apostle's Blessing 1WP Instant {W/P} can be paid with either {W} or 2 life.) Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deglamer 1G Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Deglamer ①⑥ Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deglamer ①⑥ Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deglamer ①⑥ Instant Choose target artifact or enchantment. Its owner shuffles it into their library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scattershot Archer ⑥ Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scattershot Archer ⑥ Creature -- Elf Archer {T}: This creature deals 1 damage to each creature with flying. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Slip ⑧ Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tragic Slip Ⓑ Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Slip Ⓑ Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tragic Slip Ⓑ Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - Allos - 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