## Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crawl from the Cellar {B}

Sorcery

Return target creature card from your graveyard to your hand. Put a +1/+1 counter on up to one target Zombie you control.
Flashback {3}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dead Revels {3}{B}

Sorcery

Spectacle {1}{B} (You may cast this spell for its spectacle cost rather than its mana cost if an opponent lost life this turn.)
Return up to two target creature cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dockworker Drone {1}{W}

Artifact Creature -- Robot

This creature enters with a +1/+1 counter on it.
When this creature dies, put its counters on target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Essence Infusion {1}{B}

Sorcery

Put two +1/+1 counters on target creature. It gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Essence Infusion {1}{B}

Sorcery

Put two +1/+1 counters on target creature. It gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Exhilarating Elocution {2}{W}{B}

Sorcery

Put two +1/+1 counters on target creature you control. Other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Exhilarating Elocution {2}{W}{B}

Sorcery

Put two +1/+1 counters on target creature you control. Other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - EGLA - Pauper (?????? 2)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

**Exhilarating Elocution** {2}{W}{B}

Sorcery

Put two +1/+1 counters on target creature you control. Other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Exhilarating Elocution** {2}{W}{B}

Sorcery

Put two +1/+1 counters on target creature you control. Other creatures you control get +1/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Forsaken Sanctuary**

Land

This land enters tapped.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Guiding Voice** {W}

Sorcery

Put a +1/+1 counter on target creature.
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Guiding Voice** {W}

Sorcery

Put a +1/+1 counter on target creature.
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Guul Draz Mucklord** {2}{B}

Creature -- Crocodile

When this creature dies, put a +1/+1 counter on target creature you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Guul Draz Mucklord** {2}{B}

Creature -- Crocodile

When this creature dies, put a +1/+1 counter on target creature you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Guul Draz Mucklord** {2}{B}

Creature -- Crocodile

When this creature dies, put a +1/+1 counter on target creature you control.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - EGLA - Pauper (?????? 2)** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

## Hagra Constrictor {2}{B}

Creature -- Snake

This creature enters with two +1/+1 counters on it.
Each creature you control with a +1/+1 counter on it has menace. (A creature with menace can't be blocked except by two or more creatures.)

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hagra Constrictor {2}{B}

Creature -- Snake

This creature enters with two +1/+1 counters on it.
Each creature you control with a +1/+1 counter on it has menace. (A creature with menace can't be blocked except by two or more creatures.)

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Idyllic Grange

Land -- Plains

({T}: Add {W}.)
This land enters tapped unless you control three or more other Plains.
When this land enters untapped, put a +1/+1 counter on target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kabira Crossroads

Land

This land enters tapped.
When this land enters, you gain 2 life.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lunarch Veteran {W}

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life.
Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)

**1/1**

- - - BACK FACE - - -

## Luminous Phantom

Creature -- Spirit Cleric

Flying
Whenever another creature you control leaves the battlefield, you gain 1 life.
If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Neglected Manor

Land

This land enters tapped unless a player has 13 or less life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Omen of the Dead {B}

Enchantment

Flash
When this enchantment enters, return target creature card from your graveyard to your hand.
{2}{B}, Sacrifice this enchantment: Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Orzhov Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Potion of Healing {1}{W}

Artifact

When this artifact enters, draw a card.
{W}, {T}, Sacrifice this artifact: You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Raise the Draugr {1}{B}

Instant

Choose one --
* Return target creature card from your graveyard to your hand.
* Return two target creature cards that share a creature type from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## Revitalize {1}{W}

Instant

You gain 3 life.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Revitalize {1}{W}

Instant

You gain 3 life.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scoured Barrens

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scoured Barrens

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Silverquill Campus

Land

This land enters tapped.
{T}: Add {W} or {B}.
{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Silverquill Campus

Land

This land enters tapped.
{T}: Add {W} or {B}.
{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snowfield Sinkhole

Snow Land -- Plains Swamp

({T}: Add {W} or {B}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul Salvage {2}{B}

Sorcery

Return up to two target creature cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## Soul Warden {W}

Creature -- Human Cleric

Whenever another creature enters, you gain 1 life.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spinal Centipede {2}{B}

Creature -- Insect

When this creature dies, put a +1/+1 counter on target creature you control.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spiteful Squad {2}{W}{B}

Creature -- Human Warlock

Deathtouch
This creature enters with two +1/+1 counters on it.
When this creature dies, put its counters on target creature you control.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Spiteful Squad {2}{W}{B}

Creature -- Human Warlock

Deathtouch
This creature enters with two +1/+1 counters on it.
When this creature dies, put its counters on target creature you control.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Spiteful Squad {2}{W}{B}

Creature -- Human Warlock

Deathtouch
This creature enters with two +1/+1 counters on it.
When this creature dies, put its counters on target creature you control.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Star Pupil {W}

Creature -- Human Wizard

This creature enters with a +1/+1 counter on it.
When this creature dies, put its counters on target creature you control.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Star Pupil {W}

Creature -- Human Wizard

This creature enters with a +1/+1 counter on it.
When this creature dies, put its counters on target creature you control.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Star Pupil {W}

Creature -- Human Wizard

This creature enters with a +1/+1 counter on it.
When this creature dies, put its counters on target creature you control.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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.

## Star Pupil {W}

Creature -- Human Wizard

This creature enters with a +1/+1 counter on it.
When this creature dies, put its counters on target creature you control.

**0/0**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Steadfast Sentry {2}{W}

Creature -- Human Soldier

Vigilance (Attacking doesn't cause this creature to tap.)
When this creature dies, put a +1/+1 counter on target creature you control.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Subtle Strike {1}{B}

Instant

Choose one or both --
* Target creature gets -1/-1 until end of turn.
* Put a +1/+1 counter on target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Subtle Strike {1}{B}

Instant

Choose one or both --
* Target creature gets -1/-1 until end of turn.
* Put a +1/+1 counter on target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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.

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Traveling Minister (W)

Creature -- Human Cleric

{T}: Target creature gets +1/+0 until end of turn. You gain 1 life. Activate only as a sorcery.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Witch's Cottage

Land -- Swamp

({T}: Add {B}.)
This land enters tapped unless you control three or more other Swamps. When this land enters untapped, you may put target creature card from your graveyard on top of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Beaming Defiance (1)(W)

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Beaming Defiance (1)(W)

Instant

Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crawl from the Cellar (B)

Sorcery

Return target creature card from your graveyard to your hand. Put a +1/+1 counter on up to one target Zombie you control.
Flashback {3}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crawl from the Cellar (B)

Sorcery

Return target creature card from your graveyard to your hand. Put a +1/+1 counter on up to one target Zombie you control.
Flashback {3}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - EGLA - Pauper (?????? 2)** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

**Disentomb** (B)

Sorcery

Return target creature card from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Disentomb** (B)

Sorcery

Return target creature card from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Dutiful Return** (3)(B)

Sorcery

Return up to two target creature cards from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Dutiful Return** (3)(B)

Sorcery

Return up to two target creature cards from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Feign Death** (B)

Instant

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Feign Death** (B)

Instant

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Feign Death** (B)

Instant

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Feign Death** (B)

Instant

Until end of turn, target creature gains "When this creature dies, return it to the battlefield tapped under its owner's control with a +1/+1 counter on it."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

**Pillardrop Rescuer** 4W

Creature -- Spirit Cleric

Flying
When this creature enters, return target creature card with mana value 3 or less from your graveyard to your hand.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Pillardrop Rescuer** 4W

Creature -- Spirit Cleric

Flying
When this creature enters, return target creature card with mana value 3 or less from your graveyard to your hand.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Unholy Indenture** 2B

Enchantment -- Aura

Enchant creature
When enchanted creature dies, return that card to the battlefield under your control with a +1/+1 counter on it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.