

③ R

When this creature enters, return target instant or sorcery card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card:
Draw a card.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B}
instead if there are seven or more
cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B}
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Threshold -- Add {B}{B}{B}{B}{B}
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Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dark Ritual B Instant Add {B}{B}{B}. 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	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	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	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

Drannith Healer 1 W Creature -- Human Cleric Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Healer 1 W Creature -- Human Cleric Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Healer 1 W Creature -- Human Cleric Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Healer 1 W Creature -- Human Cleric Whenever you cycle another card, you gain 1 life. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Drannith Stinger 1 R Creature -- Human Wizard Whenever you cycle another card, this creature deals 1 damage to each opponent. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Stinger 1 R Creature -- Human Wizard Whenever you cycle another card, this creature deals 1 damage to each opponent. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Stinger 1 R Creature -- Human Wizard Whenever you cycle another card, this creature deals 1 damage to each opponent. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drannith Stinger 1 R Creature -- Human Wizard Whenever you cycle another card, this creature deals 1 damage to each opponent. Cycling {1} ({1}, Discard this card: Draw a card.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$\{T\} : \text{Add } \{R\}.$$

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$$\{T\} : \text{Add } \{R\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

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Imposing Vantasaur 5W Creature -- Dinosaur Vigilance Cycling {1} ({1}, Discard this card: Draw a card.) 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Imposing Vantasaur 5W Creature -- Dinosaur Vigilance Cycling {1} ({1}, Discard this card: Draw a card.) 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal 0 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid 3BR Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid 3BR Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Monstrous Carabid (3)(B)(R) Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Monstrous Carabid (3)(B)(R) Creature -- Insect This creature attacks each combat if able. Cycling {B/R} ({B/R}, Discard this card: Draw a card.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mystical Teachings (3)(U) Instant Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle. Flashback {5}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reaping the Graves (2)(B) Instant Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reaping the Graves (2)(B) Instant Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rowan's Grim Search (2)(B) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard. You draw two cards and you lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rowan's Grim Search (2)(B) Instant Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard. You draw two cards and you lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Songs of the Damned B Instant Add {B} for each creature card in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Songs of the Damned B Instant Add {B} for each creature card in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Songs of the Damned B Instant Add {B} for each creature card in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Songs of the Damned B Instant Add {B} for each creature card in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Street Wraith 3 B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Street Wraith 3 B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Street Wraith 3 B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Street Wraith 3 B B Creature -- Wraith Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.) Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.) 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vault of Whispers Artifact Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dihada's Ploy Instant Draw two cards, then discard a card. You gain life equal to the number of cards you've discarded this turn. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dihada's Ploy Instant Draw two cards, then discard a card. You gain life equal to the number of cards you've discarded this turn. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel Instant Counter target instant spell. [sideboard] 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flaring Pain (1)(R) Instant Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Light (1)(W) Instant You gain shroud until end of turn. (You can't be the target of spells or abilities.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Light (1)(W) Instant You gain shroud until end of turn. (You can't be the target of spells or abilities.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pyroblast (R) Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast (R) Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reaping the Graves (2)(B) Instant Return target creature card from your graveyard to your hand. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege Smash (1)(R) Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Smash 1 R Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege Smash 1 R Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

Playtest cards - bischofshof - Pauper (BLACK - SAT - 12:30 PM - Pauper Cup - MagicCon:

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