## Ash Barrens

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

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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

## Augur of Bolas {1}{U}

Creature -- Merfolk Wizard

When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basilisk Gate

Land -- Gate

{T}: Add {C}.
{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.
Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Lucios2 - Pauper (Mont Weekly FNM Pauper)** 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.

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{T}: Add {C}.
{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.
Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Birthday Escape (U)

Sorcery

Draw a card. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Draw a card. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Black Dragon Gate

Land -- Gate

This land enters tapped.
As this land enters, choose a color other than black.
{T}: Add {B} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Black Dragon Gate

Land -- Gate

This land enters tapped.
As this land enters, choose a color other than black.
{T}: Add {B} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Black Dragon Gate

Land -- Gate

This land enters tapped.
As this land enters, choose a color other than black.
{T}: Add {B} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## Cast Down {1}{B}

Instant

Destroy target nonlegendary creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cast Down {1}{B}

Instant

Destroy target nonlegendary creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Castigate {W}{B}

Sorcery

Target opponent reveals their hand. You choose a nonland card from it and exile that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Castigate {W}{B}

Sorcery

Target opponent reveals their hand. You choose a nonland card from it and exile that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chainer's Edict {1}{B}

Sorcery

Target player sacrifices a creature of their choice.
Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Chainer's Edict {1}{B}

Sorcery

Target player sacrifices a creature of their choice.
Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Lucios2 - Pauper (Mont Weekly FNM Pauper)** sheet 3/10 - 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.

## Citadel Gate

Land -- Gate

This land enters tapped.
As this land enters, choose a color other than white.
{T}: Add {W} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Citadel Gate

Land -- Gate

This land enters tapped.
As this land enters, choose a color other than white.
{T}: Add {W} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Counter target spell.

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Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Edge of the Divinity {W/B}

Enchantment -- Aura

Enchant creature
As long as enchanted creature is white, it gets +1/+2.
As long as enchanted creature is black, it gets +2/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchant creature
As long as enchanted creature is white, it gets +1/+2.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Lucios2 - Pauper (Mont Weekly FNM Pauper)** sheet 4/10 - 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.

## Edge of the Divinity {W/B}

Enchantment -- Aura

Enchant creature
As long as enchanted creature is white, it gets +1/+2.
As long as enchanted creature is black, it gets +2/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Edge of the Divinity {W/B}

Enchantment -- Aura

Enchant creature
As long as enchanted creature is white, it gets +1/+2.
As long as enchanted creature is black, it gets +2/+1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glint {1}{U}

Instant

Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glint {1}{U}

Instant

Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mourning Thrull {1}{W/B}

Creature -- Thrull

({W/B} can be paid with either {W} or {B}.)
Flying
Whenever this creature deals damage, you gain that much life.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Lucios2 - Pauper (Mont Weekly FNM Pauper)** sheet 5/10 - 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.

## Mourning Thrull — {1}{W/B}

Creature -- Thrull

({W/B} can be paid with either {W} or {B}.)
Flying
Whenever this creature deals damage, you gain that much life.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Negate — {1}{U}

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nightsky Mimic — {1}{W/B}

Creature -- Shapeshifter

Whenever you cast a spell that's both white and black, this creature has base power and toughness 4/4 until end of turn and gains flying until end of turn.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nightsky Mimic — {1}{W/B}

Creature -- Shapeshifter

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**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nip Gwyllion — {W/B}

Creature -- Hag

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lifelink (Damage dealt by this creature also causes you to gain that much life.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Nip Gwyllion (W/B)

Creature -- Hag

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nip Gwyllion (W/B)

Creature -- Hag

Lifelink (Damage dealt by this creature also causes you to gain that much life.)

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sam's Desperate Rescue (B)

Sorcery

Return target creature card from your graveyard to your hand. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Return target creature card from your graveyard to your hand. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sea Gate

Land -- Gate

This land enters tapped.
As this land enters, choose a color other than blue.
{T}: Add {U} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sea Gate

Land -- Gate

This land enters tapped.
As this land enters, choose a color other than blue.
{T}: Add {U} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
As this land enters, choose a color other than blue.
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## Soothing of Sméagol (1)(U)

Instant

Return target nontoken creature to its owner's hand. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Return target nontoken creature to its owner's hand. The Ring tempts you.

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Instant

Return target nontoken creature to its owner's hand. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Beckon Apparition (W/B)

Instant

Exile target card from a graveyard. Create a 1/1 white and black Spirit creature token with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Beckon Apparition (W/B)

Instant

Exile target card from a graveyard. Create a 1/1 white and black Spirit creature token with flying.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev




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## 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

## 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

## Revoke Existence {1}{W}

Sorcery

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Revoke Existence {1}{W}

Sorcery

Exile target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shrivel {1}{B}

Sorcery

All creatures get -1/-1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shrivel {1}{B}

Sorcery

All creatures get -1/-1 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Steel Sabotage {U}

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Steel Sabotage {U}

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Tormod's Crypt** 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Tormod's Crypt** 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Tormod's Crypt** 0

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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