Akoum Hellhound (R)

Creature -- Elemental Dog

Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elemental Dog

Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brokers Hideout

Land

When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brokers Hideout

Land

When this land enters, sacrifice it. When you do, search your library for a basic Forest, Plains, or Island card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Call Damage Control (1)(G)

Sorcery

Choose up to two. Return those cards from your graveyard to your hand.
* Target artifact card.
* Target creature card.
* Target enchantment card.
* Target land card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Choose up to two. Return those cards from your graveyard to your hand.
* Target artifact card.
* Target creature card.
* Target enchantment card.
* Target land card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - Pauper (BPL BREW OFF: SUMMER '26) sheet 1/8 - 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.

Call Damage Control {1}{G}

Sorcery

Choose up to two. Return those cards from your graveyard to your hand.
* Target artifact card.
* Target creature card.
* Target enchantment card.
* Target land card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crop Rotation {G}

Instant

As an additional cost to cast this spell, sacrifice a land.
Search your library for a land card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crop Rotation {G}

Instant

As an additional cost to cast this spell, sacrifice a land.
Search your library for a land card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embrace the Paradox {3}{G}{U}

Instant

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embrace the Paradox {3}{G}{U}

Instant

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explore {1}{G}

Sorcery

You may play an additional land this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explore {1}{G}

Sorcery

You may play an additional land this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fling {1}{R}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Turf

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
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This land enters tapped.
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Playtest cards - hoobtoob - Pauper (BPL BREW OFF: SUMMER '26) sheet 3/8 - 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.

Gruul Turf

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {R}{G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ior Ruin Expedition 1U

Enchantment

Landfall -- Whenever a land you control enters, you may put a quest counter on this enchantment.
Remove three quest counters from this enchantment and sacrifice it: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Khalni Heart Expedition 1G

Enchantment

Landfall -- Whenever a land you control enters, you may put a quest counter on this enchantment.
Remove three quest counters from this enchantment and sacrifice it: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Khalni Heart Expedition 1G

Enchantment

Landfall -- Whenever a land you control enters, you may put a quest counter on this enchantment.
Remove three quest counters from this enchantment and sacrifice it: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Khalni Heart Expedition 1G

Enchantment

Landfall -- Whenever a land you control enters, you may put a quest counter on this enchantment.
Remove three quest counters from this enchantment and sacrifice it: Search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

Basic Land -- Mountain

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plated Geopede (1)(R)

Creature -- Insect

First strike
Landfall -- Whenever a land you control enters, this creature gets +2/+2 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - Pauper (BPL BREW OFF: SUMMER '26) sheet 5/8 - 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.

Riveteers Overlook

Land

When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riveteers Overlook

Land

When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riveteers Overlook

Land

When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riveteers Overlook

Land

When this land enters, sacrifice it. When you do, search your library for a basic Swamp, Mountain, or Forest card, put it onto the battlefield tapped, then shuffle and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sabotender (1)(R)

Creature -- Plant

Reach
Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sabotender (1)(R)

Creature -- Plant

Reach
Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.

2/1

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Creature -- Plant

Reach
Landfall -- Whenever a land you control enters, this creature deals 1 damage to each opponent.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - Pauper (BPL BREW OFF: SUMMER '26) sheet 6/8 - 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.

Sakura-Tribe Scout (G)

Creature -- Snake Shaman Scout

{T}: You may put a land card from your hand onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakura-Tribe Scout (G)

Creature -- Snake Shaman Scout

{T}: You may put a land card from your hand onto the battlefield.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sakura-Tribe Scout (G)

Creature -- Snake Shaman Scout

{T}: You may put a land card from your hand onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scaretiller (4)

Artifact Creature -- Scarecrow

Whenever this creature becomes tapped, choose one --
* You may put a land card from your hand onto the battlefield tapped.
* Return target land card from your graveyard to the battlefield tapped.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scaretiller (4)

Artifact Creature -- Scarecrow

Whenever this creature becomes tapped, choose one --
* You may put a land card from your hand onto the battlefield tapped.
* Return target land card from your graveyard to the battlefield tapped.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scaretiller (4)

Artifact Creature -- Scarecrow

Whenever this creature becomes tapped, choose one --
* You may put a land card from your hand onto the battlefield tapped.
* Return target land card from your graveyard to the battlefield tapped.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soratami Mirror-Guard (3)(U)

Creature -- Moonfolk Wizard

Flying
{2}, Return a land you control to its owner's hand: Target creature with power 2 or less can't be blocked this turn.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - Pauper (BPL BREW OFF: SUMMER '26) sheet 7/8 - 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.

Temur Battle Rage 1R

Instant

Target creature gains double strike until end of turn.
Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temur Battle Rage 1R

Instant

Target creature gains double strike until end of turn.
Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zektar Shrine Expedition 1R

Enchantment

Landfall -- Whenever a land you control enters, you may put a quest counter on this enchantment.
Remove three quest counters from this enchantment and sacrifice it: Create a 7/1 red Elemental creature token with trample and haste. Exile it at the beginning of the next end step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zektar Shrine Expedition 1R

Enchantment

Landfall -- Whenever a land you control enters, you may put a quest counter on this enchantment.
Remove three quest counters from this enchantment and sacrifice it: Create a 7/1 red Elemental creature token with trample and haste. Exile it at the beginning of the next end step.

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