Brazen Dwarf (1)(R)

Creature -- Dwarf Shaman

Whenever you roll one or more dice, this creature deals 1 damage to each opponent.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Circuits Act (2)(R)

Sorcery

Roll three six-sided dice. For each different result, create a 1/1 white Clown Robot artifact creature token.

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Playtest cards - ChancellorOfTheRoss - 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.

Desperate Ravings {1}{R}

Instant

Draw two cards, then discard a card at random.
Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dissatisfied Customer {2}{B}

Creature -- Vampire Guest

Flying, haste
When this creature enters, roll a six-sided die. If the result is 3 or less, you lose that much life.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, haste
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Playtest cards - ChancellorOfTheRoss - Pauper (BPL BREW OFF: SUMMER '26) sheet 2/8 - 8 cards - 2.5 x 3.5 in each

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Earth-Cult Elemental {4}{R}{R}

Creature -- Elemental

Siege Monster -- When this creature enters, roll a d20.
1--9 | Each player sacrifices a permanent of their choice.
10--19 | Each opponent sacrifices a permanent of their choice.
20 | Each opponent sacrifices two permanents of their choice.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farideh's Fireball {3}{R}{R}

Instant

Farideh's Fireball deals 5 damage to target creature or planeswalker.
Roll a d20.
1--9 | Farideh's Fireball deals 2 damage to each player.
10--20 | Farideh's Fireball deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farideh's Fireball {3}{R}{R}

Instant

Farideh's Fireball deals 5 damage to target creature or planeswalker.
Roll a d20.
1--9 | Farideh's Fireball deals 2 damage to each player.
10--20 | Farideh's Fireball deals 2 damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fractured Powerstone {2}

Artifact

{T}: Add {C}.
{T}: Roll the planar die. Activate only as a sorcery.

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{T}: Add {C}.
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Fractured Powerstone {2}

Artifact

{T}: Add {C}.
{T}: Roll the planar die. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge {R}

Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Galvanic Discharge {R}

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Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

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Playtest cards - ChancellorOfTheRoss - Pauper (BPL BREW OFF: SUMMER '26) sheet 3/8 - 8 cards - 2.5 x 3.5 in each

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Instant

Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

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Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Herald of Hadar {4}{B}

Creature -- Human Warlock

Circle of Death -- {5}{B}: Roll a d20.
1--9 | Each opponent loses 2 life.
10--19 | Each opponent loses 2 life and you gain 2 life.
20 | Each opponent loses 2 life and you gain 2 life. Create two Treasure tokens. (They're artifacts with "{T}, Sacrifice this token: Add one mana of any color.")

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hoarding Ogre {3}{R}

Creature -- Ogre

Whenever this creature attacks, roll a d20.
1--9 | Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
10--19 | Create two Treasure tokens.
20 | Create three Treasure tokens.

3/3

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20 | Create three Treasure tokens.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jagged Barrens

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChancellorOfTheRoss - Pauper (BPL BREW OFF: SUMMER '26) sheet 4/8 - 8 cards - 2.5 x 3.5 in each

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Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChancellorOfTheRoss - 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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myrkul's Edict {1}{B}

Sorcery

Roll a d20.
1--9 | Choose an opponent. That player sacrifices a creature of their choice.
10--19 | Each opponent sacrifices a creature of their choice.
20 | Each opponent sacrifices a creature with the greatest power among creatures that player controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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20 | Each opponent sacrifices a creature with the greatest power among creatures that player controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Carnarium

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razortrap Gorge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - ChancellorOfTheRoss - Pauper (BPL BREW OFF: SUMMER '26) sheet 6/8 - 8 cards - 2.5 x 3.5 in each

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Razortrap Gorge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize Opportunity (2)(R)

Instant

Choose one --
* Exile the top two cards of your library. Until the end of your next turn, you may play those cards.
* Up to two target creatures each get +2/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize Opportunity (2)(R)

Instant

Choose one --
* Exile the top two cards of your library. Until the end of your next turn, you may play those cards.
* Up to two target creatures each get +2/+1 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Six-Sided Die (2)(B)

Instant

Choose target creature. Roll a six-sided die.
1 -- It has base toughness 1 until end of turn.
2 -- Put two -1/-1 counters on it.
3 -- Six-Sided Die deals 3 damage to it and you gain 3 life.
4 -- It gets -4/-4 until end of turn.
5 -- Destroy it.
6 -- Exile it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Six-Sided Die (2)(B)

Instant

Choose target creature. Roll a six-sided die.
1 -- It has base toughness 1 until end of turn.
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3 -- Six-Sided Die deals 3 damage to it and you gain 3 life.
4 -- It gets -4/-4 until end of turn.
5 -- Destroy it.
6 -- Exile it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Slight Malfunction (1)(R)

Sorcery

Choose one --
* Destroy target artifact.
* Roll a six-sided die. When you do, Slight Malfunction deals 1 damage to each of up to X target creatures, where X is the result.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChancellorOfTheRoss - Pauper (BPL BREW OFF: SUMMER '26) sheet 7/8 - 8 cards - 2.5 x 3.5 in each

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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