Accursed Marauder (1)(B)

Creature -- Zombie Warrior

When this creature enters, each player sacrifices a nontoken creature of their choice.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cavern Harpy (U)(B)

Creature -- Harpy Beast

Flying
When this creature enters, return a blue or black creature you control to its owner's hand.
Pay 1 life: Return this creature to its owner's hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Pay 1 life: Return this creature to its owner's hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cloudkin Seer (2)(U)

Creature -- Elemental Wizard

Flying
When this creature enters, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Richardson, Martin - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) 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.

Cloudkin Seer {2}{U}

Creature -- Elemental Wizard

Flying
When this creature enters, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disruptive Pitmage {2}{U}

Creature -- Human Wizard

{T}: Counter target spell unless its controller pays {1}.
Morph {U} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gravelgill Duo {2}{U/B}

Creature -- Merfolk Rogue Warrior

Whenever you cast a blue spell, this creature gets +1/+1 until end of turn.
Whenever you cast a black spell, this creature gains fear until end of turn. (It can't be blocked except by artifact creatures and/or black creatures.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ice Tunnel

Snow Land -- Island Swamp

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

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Ice Tunnel

Snow Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Looter il-Kor (1)(U)

Creature -- Kor Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature deals damage to an opponent, draw a card, then discard a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Looter il-Kor (1)(U)

Creature -- Kor Rogue

Shadow (This creature can block or be blocked by only creatures with shadow.)
Whenever this creature deals damage to an opponent, draw a card, then discard a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malakir Blood-Priest (1)(B)

Creature -- Vampire Cleric

When this creature enters, each opponent loses X life and you gain X life, where X is the number of creatures in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Malakir Blood-Priest (1)(B)

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moonsnare Specialist (3)(U)

Creature -- Human Ninja

Ninjutsu {2}{U} ({2}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
When this creature enters, return up to one target creature to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Richardson, Martin - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) 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.

Moonsnare Specialist (3)(U)

Creature -- Human Ninja

Ninjutsu {2}{U} ({2}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
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Creature -- Human Ninja

Ninjutsu {2}{U} ({2}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
When this creature enters, return up to one target creature to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nezumi Informant (1)(B)

Creature -- Rat Rogue

When this creature enters, each opponent discards a card.

1/1

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Nezumi Informant (1)(B)

Creature -- Rat Rogue

When this creature enters, each opponent discards a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantom Warrior (1)(U)(U)

Creature -- Illusion Warrior

This creature can't be blocked.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phantom Warrior (1)(U)(U)

Creature -- Illusion Warrior

This creature can't be blocked.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Richardson, Martin - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 4/8 - 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.

Rimewind Taskmage 1U

Creature -- Human Wizard

{1}, {T}: You may tap or untap target permanent. Activate only if you control four or more snow permanents.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sea Gate Colossus 7

Artifact Creature -- Golem Warrior

This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)

7/5

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7/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Visionary 2U

Creature -- Vedalken Wizard

When this creature enters, draw a card, then scry 2.

2/2

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Serum Visionary 2U

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When this creature enters, draw a card, then scry 2.

2/2

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Serum Visionary 2U

Creature -- Vedalken Wizard

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Richardson, Martin - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) 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.

Sheoldred's Headcleaver {3}{B}

Creature -- Phyrexian Warrior

Menace
Toxic 2 (Players dealt combat damage by this creature also get two poison counters.)

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shrieking Drake {U}

Creature -- Drake

Flying
When this creature enters, return a creature you control to its owner's hand.

1/1

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Flying
When this creature enters, return a creature you control to its owner's hand.

1/1

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When this creature enters, return a creature you control to its owner's hand.

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Shrieking Drake {U}

Creature -- Drake

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When this creature enters, return a creature you control to its owner's hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Playtest cards - Richardson, Martin - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) 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.

Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

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Snow-Covered Island

Basic Snow Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

({T}: Add {B}.)

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

Witch's Cottage

Land -- Swamp

({T}: Add {B}.)
This land enters tapped unless you control three or more other Swamps.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Richardson, Martin - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 8/8 - 4 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.