Body Dropper {B}{R}

Creature -- Devil Warrior

Whenever you sacrifice another creature, put a +1/+1 counter on this creature.
{B}{R}, Sacrifice another creature: This creature gains menace until end of turn. (It can't be blocked except by two or more creatures.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

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.

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Fling {1}{R}

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As an additional cost to cast this spell, sacrifice a creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - 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.

Insolent Neonate (R)

Creature -- Vampire

Menace (This creature can't be blocked except by two or more creatures.)
Discard a card, Sacrifice this creature: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Insolent Neonate (R)

Creature -- Vampire

Menace (This creature can't be blocked except by two or more creatures.)
Discard a card, Sacrifice this creature: Draw a card.

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Menace (This creature can't be blocked except by two or more creatures.)
Discard a card, Sacrifice this creature: Draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inventor's Axe (R)

Artifact -- Equipment

Flash
When this Equipment enters, you get {E}{E} (two energy counters).
When this Equipment enters, attach it to target creature you control.
Equipped creature gets +2/+0.
Equip--Pay {E}{E}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 2/8 - 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.

Jagged Barrens

Land -- Desert

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

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This land enters tapped.
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{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Extraction (2)(B)

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Target player reveals their hand and discards all cards of each of the sacrificed creature's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Extraction (2)(B)

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Target player reveals their hand and discards all cards of each of the sacrificed creature's colors.

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - 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.

Mountain

Basic Land -- Mountain

({T}: Add {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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {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

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

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

Reckoner's Bargain {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
You gain life equal to the sacrificed permanent's mana value.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - 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.

Reckoner's Bargain {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
You gain life equal to the sacrificed permanent's mana value.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckoner's Bargain {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckoner's Bargain {1}{B}

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
You gain life equal to the sacrificed permanent's mana value.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Consumption {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Consumption {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Consumption {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way.

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Rite of Consumption {1}{B}

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Rite of Consumption deals damage equal to the sacrificed creature's power to target player or planeswalker. You gain life equal to the damage dealt this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - 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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tentative Connection {3}{R}

Sorcery

This spell costs {3} less to cast if you control a creature with menace. Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tentative Connection {3}{R}

Sorcery

This spell costs {3} less to cast if you control a creature with menace. Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tentative Connection {3}{R}

Sorcery

This spell costs {3} less to cast if you control a creature with menace. Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

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.

Tentative Connection {3}{R}

Sorcery

This spell costs {3} less to cast if you control a creature with menace. Gain control of target creature until end of turn. Untap that creature. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unwilling Ingredient {B}

Creature -- Frog

Menace (This creature can't be blocked except by two or more creatures.)
{2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Village Rites {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Village Rites {B}

Instant

As an additional cost to cast this spell, sacrifice a creature.
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Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - hoobtoob - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) sheet 7/8 - 8 cards - 2.5 x 3.5 in each

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Wrangle 1R

Sorcery

Gain control of target creature with power 4 or less until end of turn. Untap that creature. It gains haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Gain control of target creature with power 4 or less until end of turn. Untap that creature. It gains haste until end of turn.

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