Augur of Skulls {1}{B}

Creature -- Skeleton Wizard

{1}{B}: Regenerate this creature. Sacrifice this creature: Target player discards two cards. Activate only during your upkeep.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Augur of Skulls {1}{B}

Creature -- Skeleton Wizard

{1}{B}: Regenerate this creature. Sacrifice this creature: Target player discards two cards. Activate only during your upkeep.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Augur of Skulls {1}{B}

Creature -- Skeleton Wizard

{1}{B}: Regenerate this creature. Sacrifice this creature: Target player discards two cards. Activate only during your upkeep.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blightning {1}{B}{R}

Sorcery

Blightning deals 3 damage to target player or planeswalker. That player or that planeswalker's controller discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blightning {1}{B}{R}

Sorcery

Blightning deals 3 damage to target player or planeswalker. That player or that planeswalker's controller discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blightning {1}{B}{R}

Sorcery

Blightning deals 3 damage to target player or planeswalker. That player or that planeswalker's controller discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blightning {1}{B}{R}

Sorcery

Blightning deals 3 damage to target player or planeswalker. That player or that planeswalker's controller discards two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Book Burning {1}{R}

Sorcery

Any player may have Book Burning deal 6 damage to them. If no one does, target player mills six cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - epicPrince3 - 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.

Book Burning {1}{R}

Sorcery

Any player may have Book Burning deal 6 damage to them. If no one does, target player mills six cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Book Burning {1}{R}

Sorcery

Any player may have Book Burning deal 6 damage to them. If no one does, target player mills six cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bump in the Night {B}

Sorcery

Target opponent loses 3 life. Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bump in the Night {B}

Sorcery

Target opponent loses 3 life. Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bump in the Night {B}

Sorcery

Target opponent loses 3 life. Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bump in the Night {B}

Sorcery

Target opponent loses 3 life. Flashback {5}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cry of Contrition {B}

Sorcery

Target player discards a card. Haunt (When this spell card is put into a graveyard after resolving, exile it haunting target creature.) When the creature this card haunts dies, target player discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cry of Contrition {B}

Sorcery

Target player discards a card. Haunt (When this spell card is put into a graveyard after resolving, exile it haunting target creature.) When the creature this card haunts dies, target player discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - epicPrince3 - 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.

Cry of Contrition {B}

Sorcery

Target player discards a card.
Haunt (When this spell card is put into a graveyard after resolving, exile it haunting target creature.)
When the creature this card haunts dies, target player discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cry of Contrition {B}

Sorcery

Target player discards a card.
Haunt (When this spell card is put into a graveyard after resolving, exile it haunting target creature.)
When the creature this card haunts dies, target player discards a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divest {B}

Sorcery

Target player reveals their hand.
You choose an artifact or creature card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divest {B}

Sorcery

Target player reveals their hand.
You choose an artifact or creature card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dogged Pursuit {3}{B}

Enchantment

At the beginning of your end step, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dogged Pursuit {3}{B}

Enchantment

At the beginning of your end step, each opponent loses 1 life and you gain 1 life.

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

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

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}.

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

Mindstab (5)(B)

Sorcery

Target player discards three cards.
Suspend 4--{B} (Rather than cast this card from your hand, you may pay {B} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindstab (5)(B)

Sorcery

Target player discards three cards.
Suspend 4--{B} (Rather than cast this card from your hand, you may pay {B} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - epicPrince3 - 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.

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestilent Kathari {2}{B}

Creature -- Bird Warrior

Flying
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
{2}{R}: This creature gains first strike until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestilent Kathari {2}{B}

Creature -- Bird Warrior

Flying
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
{2}{R}: This creature gains first strike until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestilent Kathari {2}{B}

Creature -- Bird Warrior

Flying
Deathtouch (Any amount of damage this deals to a creature is enough to destroy it.)
{2}{R}: This creature gains first strike until end of turn.

1/1

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

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

Resentful Revelation {1}{B}

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.
Flashback {6}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resentful Revelation {1}{B}

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.
Flashback {6}{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 - epicPrince3 - 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.

Resentful Revelation 1B

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.
Flashback {6}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Resentful Revelation 1B

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.
Flashback {6}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Storm 4R

Sorcery

Create a red Elemental creature token with trample and "This token's power and toughness are each equal to the number of instant and sorcery cards in your graveyard plus the number of cards with flashback you own in exile."
Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Storm 4R

Sorcery

Create a red Elemental creature token with trample and "This token's power and toughness are each equal to the number of instant and sorcery cards in your graveyard plus the number of cards with flashback you own in exile."
Flashback {6}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skull Raid 3B

Sorcery

Target opponent discards two cards. If fewer than two cards were discarded this way, you draw cards equal to the difference.
Foretell {1}{B} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skull Raid 3B

Sorcery

Target opponent discards two cards. If fewer than two cards were discarded this way, you draw cards equal to the difference.
Foretell {1}{B} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skull Raid 3B

Sorcery

Target opponent discards two cards. If fewer than two cards were discarded this way, you draw cards equal to the difference.
Foretell {1}{B} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skull Raid 3B

Sorcery

Target opponent discards two cards. If fewer than two cards were discarded this way, you draw cards equal to the difference.
Foretell {1}{B} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - epicPrince3 - 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.

Sultai Scavenger 5B

Creature -- Bird Warrior

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Flying

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sultai Scavenger 5B

Creature -- Bird Warrior

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Flying

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sultai Scavenger 5B

Creature -- Bird Warrior

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Flying

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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 - epicPrince3 - Pauper (BRISTOL PAUPER LEAGUE: WINTER '26 BREW OFF) 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.

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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.