

Changeling Outcast (B) Creature -- Shapeshifter Changeling (This card is every creature type.) This creature can't block and can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Changeling Outcast (B) Creature -- Shapeshifter Changeling (This card is every creature type.) This creature can't block and can't be blocked. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clawing Torment (B) Enchantment -- Aura Enchant artifact or creature As long as enchanted permanent is a creature, it gets -1/-1 and can't block. Enchanted permanent has "At the beginning of your upkeep, you lose 1 life." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clawing Torment (B) Enchantment -- Aura Enchant artifact or creature As long as enchanted permanent is a creature, it gets -1/-1 and can't block. Enchanted permanent has "At the beginning of your upkeep, you lose 1 life." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Clawing Torment (B) Enchantment -- Aura Enchant artifact or creature As long as enchanted permanent is a creature, it gets -1/-1 and can't block. Enchanted permanent has "At the beginning of your upkeep, you lose 1 life." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Clawing Torment (B) Enchantment -- Aura Enchant artifact or creature As long as enchanted permanent is a creature, it gets -1/-1 and can't block. Enchanted permanent has "At the beginning of your upkeep, you lose 1 life." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle. Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismal Backwater Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Escape Tunnel Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. {T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Faerie Seer Ⓢ Creature -- Faerie Wizard Flying When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Seer Ⓢ Creature -- Faerie Wizard Flying When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Seer Ⓢ Creature -- Faerie Wizard Flying When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Faerie Seer Ⓢ Creature -- Faerie Wizard Flying When this creature enters, scry 2. (Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Foreboding Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle. Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fourth Bridge Prowler (B) Creature -- Human Rogue When this creature enters, you may have target creature get -1/-1 until end of turn. 2/1 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	Moon-Circuit Hacker (1)(U) Enchantment Creature -- Human Ninja Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Moon-Circuit Hacker (1)(U) Enchantment Creature -- Human Ninja Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moon-Circuit Hacker (1)(U) Enchantment Creature -- Human Ninja Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moon-Circuit Hacker (1)(U) Enchantment Creature -- Human Ninja Ninjutsu {U} ({U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. If you do, discard a card unless this creature entered this turn. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ninja of the Deep Hours (3)(U) Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ninja of the Deep Hours (3)(U) Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ninja of the Deep Hours (3)(U) Creature -- Human Ninja Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Of One Mind (2)(U) Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Of One Mind (2)(U) Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Okiba Reckoner Raid (B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Each opponent loses 1 life and you gain 1 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Nezumi Road Captain Enchantment Creature -- Rat Rogue Menace Vehicles you control have menace. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Okiba Reckoner Raid (B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Each opponent loses 1 life and you gain 1 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Nezumi Road Captain Enchantment Creature -- Rat Rogue Menace Vehicles you control have menace. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Okiba Reckoner Raid (B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Each opponent loses 1 life and you gain 1 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Nezumi Road Captain Enchantment Creature -- Rat Rogue Menace Vehicles you control have menace. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Okiba Reckoner Raid (B) Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Each opponent loses 1 life and you gain 1 life. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- - - - BACK FACE - - - Nezumi Road Captain Enchantment Creature -- Rat Rogue Menace Vehicles you control have menace. (They can't be blocked except by two or more creatures.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - klingler, caleb - Historic (Historic Pauper Cup II)

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.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Raven of Fell Omens 1 B Creature -- Bird Flying Whenever you commit a crime, each opponent loses 1 life and you gain 1 life. This ability triggers only once each turn. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reasonable Doubt 1 U Instant Counter target spell unless its controller pays {2}. Suspect up to one target creature. (A suspected creature has menace and can't block.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seething Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slither Blade U Creature -- Snake Rogue This creature can't be blocked. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Slither Blade U Creature -- Snake Rogue This creature can't be blocked. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slither Blade U Creature -- Snake Rogue This creature can't be blocked. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Slither Blade U Creature -- Snake Rogue This creature can't be blocked. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Swamp Basic Snow Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Soured Springs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soured Springs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soured Springs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soured Springs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Stutter Instant Counter target spell unless its controller pays {2} plus an additional {1} for each Faerie you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wither and Bloom (1)(B) Instant Target creature gets -3/-3 until end of turn. {1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wither and Bloom (1)(B) Instant Target creature gets -3/-3 until end of turn. {1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wither and Bloom (1)(B) Instant Target creature gets -3/-3 until end of turn. {1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wither and Bloom (1)(B) Instant Target creature gets -3/-3 until end of turn. {1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Accursed Marauder (1)(B) Creature -- Zombie Warrior When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Annul (U) Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Anoint with Affliction (1)(B) Instant Exile target creature if it has mana value 3 or less. Corrupted -- Exile that creature instead if its controller has three or more poison counters. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Davriel's Withering (B) Instant Target creature an opponent controls perpetually gets -1/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

This spell costs {1} less to cast for each card you've drawn this turn. The owner of target nonland permanent puts it into their library second from the top or on the bottom.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying
When this creature enters, tap
target permanent.
{2}{U}: Draw a card, then discard a
card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying
Disturb {2}{U} (You may cast this card from your graveyard transformed for its disturb cost.)

1/1

- - - BACK FACE - - -

Enchant creature
Enchanted creature gets +1/+1 and has flying.
If Lanterns' Lift would be put into a graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Equipped creature gets +1/+2. Whenever you draw your second card each turn, attach this Equipment to target creature you control. Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

Ninjutsu {1}{B} ({1}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)
Lifelink

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Flying
When this creature enters, tap
target permanent.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Of One Mind 2 U Sorcery This spell costs {2} less to cast if you control a Human creature and a non-Human creature. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reasonable Doubt 1 U Instant Counter target spell unless its controller pays {2}. Suspect up to one target creature. (A suspected creature has menace and can't block.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	---	---	--