Ashen-Skin Zubera {1}{B}

Creature -- Zubera Spirit

When this creature dies, target opponent discards a card for each Zubera that died this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Zubera Spirit

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death Denied {X}{B}{B}

Instant -- Arcane

Return X target creature cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Death Denied {X}{B}{B}

Instant -- Arcane

Return X target creature cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devouring Greed {2}{B}{B}

Sorcery -- Arcane

As an additional cost to cast this spell, you may sacrifice any number of Spirits.
Target player loses 2 life plus 2 life for each Spirit sacrificed this way. You gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devouring Greed {2}{B}{B}

Sorcery -- Arcane

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Playtest cards - bramleeuwen - Pauper (WPC Summer Ed. 2026) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devouring Greed {2}{B}{B}

Sorcery -- Arcane

As an additional cost to cast this spell, you may sacrifice any number of Spirits.
Target player loses 2 life plus 2 life for each Spirit sacrificed this way. You gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devouring Rage {4}{R}

Instant -- Arcane

As an additional cost to cast this spell, you may sacrifice any number of Spirits.
Target creature gets +3/+0 until end of turn. For each Spirit sacrificed this way, that creature gets an additional +3/+0 until end of turn.

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

Dripping-Tongue Zubera {1}{G}

Creature -- Zubera Spirit

When this creature dies, create a 1/1 colorless Spirit creature token for each Zubera that died this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Elder Pine of Jukai (2)(G)

Creature -- Spirit

Whenever you cast a Spirit or Arcane spell, reveal the top three cards of your library. Put all land cards revealed this way into your hand and the rest on the bottom of your library in any order.
Soulshift 2 (When this creature dies, you may return target Spirit card with mana value 2 or less from your graveyard to your hand.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ember-Fist Zubera (1)(R)

Creature -- Zubera Spirit

When this creature dies, it deals damage to any target equal to the number of Zubera that died this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ember-Fist Zubera (1)(R)

Creature -- Zubera Spirit

When this creature dies, it deals damage to any target equal to the number of Zubera that died this turn.

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When this creature dies, it deals damage to any target equal to the number of Zubera that died this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floating-Dream Zubera (1)(U)

Creature -- Zubera Spirit

When this creature dies, draw a card for each Zubera that died this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floating-Dream Zubera (1)(U)

Creature -- Zubera Spirit

When this creature dies, draw a card for each Zubera that died this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floating-Dream Zubera (1)(U)

Creature -- Zubera Spirit

When this creature dies, draw a card for each Zubera that died this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Floating-Dream Zubera (1)(U)

Creature -- Zubera Spirit

When this creature dies, draw a card for each Zubera that died this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bramleeuwen - Pauper (WPC Summer Ed. 2026) sheet 4/10 - 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hana Kami (G)

Creature -- Spirit

{1}{G}, Sacrifice this creature: Return target Arcane card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hana Kami (G)

Creature -- Spirit

{1}{G}, Sacrifice this creature: Return target Arcane card from your graveyard to your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - bramleeuwen - Pauper (WPC Summer Ed. 2026) sheet 5/10 - 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.

Jungle Hollow

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kodama's Reach (2)(G)

Sorcery -- Arcane

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kodama's Reach (2)(G)

Sorcery -- Arcane

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kodama's Reach (2)(G)

Sorcery -- Arcane

Search your library for up to two basic land cards, reveal those cards, put one onto the battlefield tapped and the other into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rend Flesh (2)(B)

Instant -- Arcane

Destroy target non-Spirit creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rugged Highlands

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scoured Barrens

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silent-Chant Zubera 1W

Creature -- Zubera Spirit

When this creature dies, you gain 2 life for each Zubera that died this turn.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silent-Chant Zubera 1W

Creature -- Zubera Spirit

When this creature dies, you gain 2 life for each Zubera that died this turn.

1/2

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Silent-Chant Zubera 1W

Creature -- Zubera Spirit

When this creature dies, you gain 2 life for each Zubera that died this turn.

1/2

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}.)

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Swamp

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({T}: Add {B}.)

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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

Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thief of Hope {2}{B}

Creature -- Spirit

Whenever you cast a Spirit or Arcane spell, target opponent loses 1 life and you gain 1 life.
Soulshift 2 (When this creature dies, you may return target Spirit card with mana value 2 or less from your graveyard to your hand.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Grudge {1}{R}

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Grudge {1}{R}

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devouring Rage {4}{R}

Instant -- Arcane

As an additional cost to cast this spell, you may sacrifice any number of Spirits.
Target creature gets +3/+0 until end of turn. For each Spirit sacrificed this way, that creature gets an additional +3/+0 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in Sorrow {1}{B}{B}

Sorcery

All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duress {B}

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hana Kami {G}

Creature -- Spirit

{1}{G}, Sacrifice this creature: Return target Arcane card from your graveyard to your hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Spirit

{1}{G}, Sacrifice this creature: Return target Arcane card from your graveyard to your hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nihil Spellbomb {1}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nihil Spellbomb {1}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rend Flesh {2}{B}

Instant -- Arcane

Destroy target non-Spirit creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

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