

<div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drossforge Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Experimental Synthesizer [®]</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Experimental Synthesizer [®]</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Experimental Synthesizer [®]</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Experimental Synthesizer [®]</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card. {2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

®

Galvanic Blast deals 2 damage to any target.

Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

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W

Flying

When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

2/2

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2/2

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<div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> <div>When this artifact enters, scry 1, then draw a card.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> <div>When this artifact enters, scry 1, then draw a card.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> <div>When this artifact enters, scry 1, then draw a card.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Novice Inspector</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Detective</div> <div> <div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - polarrobin - Pauper (Pauper League)

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

<div>Omen of the Dead</div> <div>Enchantment</div> <div>Flash When this enchantment enters, return target creature card from your graveyard to your hand. {2}{B}, Sacrifice this enchantment: Scry 2.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Refurbished Familiar</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Refurbished Familiar</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Refurbished Familiar</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div>Rustvale Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div><div>Thraben Inspector</div><div>Ⓜ</div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thraben Inspector</div><div>Ⓜ</div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thraben Inspector</div><div>Ⓜ</div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thraben Inspector</div><div>Ⓜ</div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Tithing Blade1B</div> <div>Artifact</div> <div> <p>When this artifact enters, each opponent sacrifices a creature of their choice.</p> <p>Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> </div> <div> <div>Consuming Sepulcher</div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tithing Blade1B</div> <div>Artifact</div> <div> <p>When this artifact enters, each opponent sacrifices a creature of their choice.</p> <p>Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> </div> <div> <div>Consuming Sepulcher</div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tithing Blade1B</div> <div>Artifact</div> <div> <p>When this artifact enters, each opponent sacrifices a creature of their choice.</p> <p>Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> </div> <div> <div>Consuming Sepulcher</div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Tithing Blade1B</div> <div>Artifact</div> <div> <p>When this artifact enters, each opponent sacrifices a creature of their choice.</p> <p>Craft with creature {4}{B} ({4}{B}, Exile this artifact, Exile a creature you control or a creature card from your graveyard: Return this card transformed under its owner's control. Craft only as a sorcery.)</p> </div> <div> <div>Consuming Sepulcher</div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Dawnbringer Cleric1W</div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. <p>[sideboard]</p> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Dawnbringer Cleric1W</div> <div>Creature -- Human Cleric</div> <div> <p>When this creature enters, choose one --</p> <ul style="list-style-type: none"> * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. <p>[sideboard]</p> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Dust to Dust1WW</div> <div>Sorcery</div> <div> <p>Exile two target artifacts.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Dust to Dust1WW</div> <div>Sorcery</div> <div> <p>Exile two target artifacts.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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Dust to Dust (1)(W)(W) <hr/> Sorcery <hr/> Exile two target artifacts. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Dust to Dust (1)(W)(W) <hr/> Sorcery <hr/> Exile two target artifacts. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Electrickery (R) <hr/> Instant <hr/> Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Electrickery (R) <hr/> Instant <hr/> Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
Gorilla Shaman (R) <hr/> Creature -- Ape Shaman <hr/> {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Gorilla Shaman (R) <hr/> Creature -- Ape Shaman <hr/> {X}{X}{1}: Destroy target noncreature artifact with mana value X. [sideboard] <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Omen of the Dead (B) <hr/> Enchantment <hr/> Flash When this enchantment enters, return target creature card from your graveyard to your hand. {2}{B}, Sacrifice this enchantment: Scry 2. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	Relic of Progenitus (1) <hr/> Artifact <hr/> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> <div>Relic of Progenitus①</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Relic of Progenitus①</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Relic of Progenitus①</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	
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