

<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>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>Cleansing Wildfire (1)(R)</div> <div>Sorcery</div> <div> <p>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.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dawnbringer Cleric (1)(W)</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. </div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Drossforge Bridge</div> <div>Artifact Land</div> <div> <p>This land enters tapped. Indestructible</p> <p>{T}: Add {B} or {R}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Drossforge Bridge</div> <div>Artifact Land</div> <div> <p>This land enters tapped. Indestructible</p> <p>{T}: Add {B} or {R}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Playtest cards - Pavelval - 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 2/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Experimental Synthesizer (R)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Experimental Synthesizer (R)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Glint Hawk (W) Creature -- Bird Flying When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goldmire Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {W} or {B}.	Goldmire Bridge Artifact Land This land enters tapped. Indestructible {T}: Add {W} or {B}.	Kor Skyfisher (1)(W) Creature -- Kor Soldier Flying When this creature enters, return a permanent you control to its owner's hand. <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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<div>Lembas②</div> <div>Artifact -- Food</div> <div>When this artifact enters, scry 1, then draw a card. {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Lembas②</div> <div>Artifact -- Food</div> <div>When this artifact enters, scry 1, then draw a card. {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Mountain</div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>

<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>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>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>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>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thraben Inspector</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>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>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><div>Thraben Inspector</div><div>W</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tithing Blade</div><div>1B</div></div><div><div>Artifact</div><div>When this artifact enters, each opponent sacrifices a creature of their choice. 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.)</div><div>----- BACK FACE -----</div><div><div>Consuming Sepulcher</div><div>Artifact</div><div>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tithing Blade</div><div>1B</div></div><div><div>Artifact</div><div>When this artifact enters, each opponent sacrifices a creature of their choice. 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.)</div><div>----- BACK FACE -----</div><div><div>Consuming Sepulcher</div><div>Artifact</div><div>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tithing Blade</div><div>1B</div></div><div><div>Artifact</div><div>When this artifact enters, each opponent sacrifices a creature of their choice. 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.)</div><div>----- BACK FACE -----</div><div><div>Consuming Sepulcher</div><div>Artifact</div><div>At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Dust to Dust</div><div>1WW</div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dust to Dust</div><div>1WW</div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Dust to Dust</div><div>1WW</div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Electrickery</div><div>R</div></div><div><div>Instant</div><div>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.")</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

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<div><div>Navigator's Compass</div><div>1</div></div> <div>Artifact</div> <div>When this artifact enters, you gain 3 life. {T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Navigator's Compass</div><div>1</div></div> <div>Artifact</div> <div>When this artifact enters, you gain 3 life. {T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Navigator's Compass</div><div>1</div></div> <div>Artifact</div> <div>When this artifact enters, you gain 3 life. {T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Omen of the Dead</div><div>B</div></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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</div></div>	
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