

<div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down1B</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Chittering Rats</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Rat</div><div>When this creature enters, target opponent puts a card from their hand on top of their library.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Chittering Rats</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Rat</div><div>When this creature enters, target opponent puts a card from their hand on top of their library.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Chittering Rats</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Rat</div><div>When this creature enters, target opponent puts a card from their hand on top of their library.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Contaminated Landscape</div></div> <div><div>Land</div><div>{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.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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<div>Goldmire Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Goldmire Bridge</div> <div>Artifact Land</div> <div>This land enters tapped. Indestructible {T}: Add {W} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>({T}): Add {U} .)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Kenku Artificer</div> <div>Creature -- Bird Artificer</div> <div>Homunculus Servant -- When this creature enters, put three +1/+1 counters on up to one target noncreature artifact. That artifact becomes a 0/0 Homunculus artifact creature with flying.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Kenku Artificer</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Creature -- Bird Artificer</div> <div> <div>Homunculus Servant -- When this creature enters, put three +1/+1 counters on up to one target noncreature artifact. That artifact becomes a 0/0 Homunculus artifact creature with flying.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lone Missionary</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Monk</div> <div> <div>When this creature enters, you gain 4 life.</div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Militia Bugler</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <div>Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Militia Bugler</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> <div>Vigilance (Attacking doesn't cause this creature to tap.) When this creature enters, look at the top four cards of your library. You may reveal a creature card with power 2 or less from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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Mistvault Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Momentary Blink

Instant

Exile target creature you control, then return it to the battlefield under its owner's control. Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Mulldrifter

Creature -- Elemental

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mulldrifter

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When this creature enters, draw two cards.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mulldrifter

Creature -- Elemental

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Novice Inspector

Creature -- Human Detective

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Detective

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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It's an artifact with "{2},
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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razortide Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razortide Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razortide Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {W} or {U}.

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Refurbished Familiar (3)(B)

Artifact Creature -- Zombie Rat

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.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Refurbished Familiar (3)(B)

Artifact Creature -- Zombie Rat

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Flying
When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Refurbished Familiar (3)(B) <hr/> Artifact Creature -- Zombie Rat <hr/> 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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Refurbished Familiar (3)(B) <hr/> Artifact Creature -- Zombie Rat <hr/> 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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Swamp <hr/> Basic Land -- Swamp <hr/> ({T}: Add {B}.) <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thraben Charm (1)(W) <hr/> Instant <hr/> Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Thraben Charm (1)(W) <hr/> Instant <hr/> Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thraben Charm (1)(W) <hr/> Instant <hr/> Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thraben Inspector (W) <hr/> Creature -- Human Soldier <hr/> When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thraben Inspector (W) <hr/> Creature -- Human Soldier <hr/> When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Playtest cards - KanyeEast345 - 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 7/10 - 8 cards - 2.5 x 3.5 in each

W

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artifact Land

$$\{T\}: \text{Add } \{B\}.$$

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Artifact Land

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Artifact Land

$$\{T\}: \text{Add } \{B\}.$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this creature enters, choose one --

- * Cure Wounds -- You gain 2 life.
- * Dispel Magic -- Destroy target enchantment.
- * Gentle Repose -- Exile target card from a graveyard.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this creature enters, choose one --

- * Cure Wounds -- You gain 2 life.
- * Dispel Magic -- Destroy target enchantment.
- * Gentle Repose -- Exile target card from a graveyard.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

When this enchantment enters, exile target creature.

When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Kicker {W} (You may pay an additional {W} as you cast this spell.)
When this creature enters, if it was kicked, destroy target artifact or enchantment.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

Kor Sanctifiers (2)(W) Creature -- Kor Cleric Kicker {W} (You may pay an additional {W} as you cast this spell.) When this creature enters, if it was kicked, destroy target artifact or enchantment. [sideboard] <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Sanctifiers (2)(W) Creature -- Kor Cleric Kicker {W} (You may pay an additional {W} as you cast this spell.) When this creature enters, if it was kicked, destroy target artifact or enchantment. [sideboard] <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kor Sanctifiers (2)(W) Creature -- Kor Cleric Kicker {W} (You may pay an additional {W} as you cast this spell.) When this creature enters, if it was kicked, destroy target artifact or enchantment. [sideboard] <div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lone Missionary (1)(W) Creature -- Kor Monk When this creature enters, you gain 4 life. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lone Missionary (1)(W) Creature -- Kor Monk When this creature enters, you gain 4 life. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lone Missionary (1)(W) Creature -- Kor Monk When this creature enters, you gain 4 life. [sideboard] <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Fiend (1)(B) Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Fiend (1)(B) Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. [sideboard] <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

<div> <div>Nihil Spellbomb</div> <div>1</div> </div> <div>Artifact</div> <div> {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. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Nihil Spellbomb</div> <div>1</div> </div> <div>Artifact</div> <div> {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. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Thraben Charm</div> <div>1W</div> </div> <div>Instant</div> <div> Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each