Ardent Elementalist {3}{R}

Creature -- Human Shaman

When this creature enters, return target instant or sorcery card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Barren Moor

Land

This land enters tapped.
{T}: Add {B}.
Cycling {B} ({B}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Ritual {1}{B}

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Ritual {1}{B}

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Ritual {1}{B}

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Ritual {1}{B}

Instant

Add {B}{B}{B}.
Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Czacza - Pauper (Pauper League) sheet 1/10 - 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.

Dark Ritual (B)

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual (B)

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dark Ritual (B)

Instant

Add {B}{B}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Dispute (1)(B)

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Dispute (1)(B)

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Dispute (1)(B)

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deadly Dispute (1)(B)

Instant

As an additional cost to cast this spell, sacrifice an artifact or creature.
Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Healer (1)(W)

Creature -- Human Cleric

Whenever you cycle another card, you gain 1 life.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Czacza - Pauper (Pauper League) sheet 2/10 - 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.

Drannith Healer ①Ⓦ

Creature -- Human Cleric

Whenever you cycle another card, you gain 1 life.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Healer ①Ⓦ

Creature -- Human Cleric

Whenever you cycle another card, you gain 1 life.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Healer ①Ⓦ

Creature -- Human Cleric

Whenever you cycle another card, you gain 1 life.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Stinger ①Ⓡ

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Stinger ①Ⓡ

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Stinger ①Ⓡ

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drannith Stinger ①Ⓡ

Creature -- Human Wizard

Whenever you cycle another card, this creature deals 1 damage to each opponent.
Cycling {1} ({1}, Discard this card: Draw a card.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Czacza - Pauper (Pauper League) sheet 3/10 - 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.

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Great Furnace

Artifact Land

{T}: Add {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands (4)(B)

Creature -- Horror

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands (4)(B)

Creature -- Horror

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands (4)(B)

Creature -- Horror

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Horror of the Broken Lands (4)(B)

Creature -- Horror

Whenever you cycle or discard another card, this creature gets +2/+1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imposing Vantasaur (5)(W)

Creature -- Dinosaur

Vigilance
Cycling {1} ({1}, Discard this card: Draw a card.)

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imposing Vantasaur (5)(W)

Creature -- Dinosaur

Vigilance
Cycling {1} ({1}, Discard this card: Draw a card.)

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Czacza - Pauper (Pauper League) 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.

Imposing Vantasaur (5)(W)

Creature -- Dinosaur

Vigilance
Cycling {1} ({1}, Discard this card: Draw a card.)

3/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Petal (0)

Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Teachings (3)(U)

Instant

Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.
Flashback {5}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reaping the Graves (2)(B)

Instant

Return target creature card from your graveyard to your hand.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reaping the Graves (2)(B)

Instant

Return target creature card from your graveyard to your hand.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Czacza - Pauper (Pauper League) 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.

Reaping the Graves (2)(B)

Instant

Return target creature card from your graveyard to your hand.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reaping the Graves (2)(B)

Instant

Return target creature card from your graveyard to your hand.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restless Dreams (B)

Sorcery

As an additional cost to cast this spell, discard X cards.
Return X target creature cards from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rowan's Grim Search (2)(B)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
If this spell was bargained, look at the top four cards of your library, then put up to two of them back on top of your library in any order and the rest into your graveyard.
You draw two cards and you lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned (B)

Instant

Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned (B)

Instant

Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned (B)

Instant

Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Songs of the Damned (B)

Instant

Add {B} for each creature card in your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Czacza - Pauper (Pauper League) sheet 6/10 - 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.

Street Wraith ③Ⓑ Ⓑ

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith ③Ⓑ Ⓑ

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith ③Ⓑ Ⓑ

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Street Wraith ③Ⓑ Ⓑ

Creature -- Wraith

Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)
Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)

3/4

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}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Troll of Khazad-dûm ⑤Ⓑ

Creature -- Troll

This creature can't be blocked except by three or more creatures.
Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Czacza - Pauper (Pauper League) sheet 7/10 - 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.

Troll of Khazad-dûm (5)(B)

Creature -- Troll

This creature can't be blocked except by three or more creatures. Swampcycling {1} ({1}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.)

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vault of Whispers

Artifact Land

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vault of Whispers

Artifact Land

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vault of Whispers

Artifact Land

{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkness (B)

Instant

Prevent all combat damage that would be dealt this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkness (B)

Instant

Prevent all combat damage that would be dealt this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkness (B)

Instant

Prevent all combat damage that would be dealt this turn.

[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

Playtest cards - Czacza - Pauper (Pauper League) sheet 8/10 - 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.

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

Flaring Pain (1)(R)

Instant

Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Light (1)(W)

Instant

You gain shroud until end of turn. (You can't be the target of spells or abilities.)
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gilded Light (1)(W)

Instant

You gain shroud until end of turn. (You can't be the target of spells or abilities.)
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast (R)

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Czacza - Pauper (Pauper League) sheet 9/10 - 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.

Siege Smash (1)(R)

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Choose one --
* Destroy target artifact.
* Target creature gets +3/+2 and gains trample until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Smash (1)(R)

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Choose one --
* Destroy target artifact.
* Target creature gets +3/+2 and gains trample until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Siege Smash (1)(R)

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Choose one --
* Destroy target artifact.
* Target creature gets +3/+2 and gains trample until end of turn.

[sideboard]

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.