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| <div><div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        | <div><div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                        | <div><div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                 |
| <div><div><div>Blood Fountain</div><div>Artifact</div><div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Blood Fountain</div><div>Artifact</div><div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Cast Down</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                             | <div><div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Glint Hawk</div><div><div>W</div></div></div><div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div></div></div> <div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                     | <div><div><div>Glint Hawk</div><div><div>W</div></div></div><div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div></div></div> <div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                     | <div><div><div>Glint Hawk</div><div><div>W</div></div></div><div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div></div></div> <div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                     |

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| <b>Glint Hawk</b> <span>(W)</span><br>Creature -- Bird<br>Flying<br>When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Goldmire Bridge</b><br>Artifact Land<br>This land enters tapped.<br>Indestructible<br>{T}: Add {W} or {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                    | <b>Goldmire Bridge</b><br>Artifact Land<br>This land enters tapped.<br>Indestructible<br>{T}: Add {W} or {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                    | <b>Goldmire Bridge</b><br>Artifact Land<br>This land enters tapped.<br>Indestructible<br>{T}: Add {W} or {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                  |
| <b>Goldmire Bridge</b><br>Artifact Land<br>This land enters tapped.<br>Indestructible<br>{T}: Add {W} or {B}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Grim Bauble</b> <span>(B)</span><br>Artifact<br>When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Grim Bauble</b> <span>(B)</span><br>Artifact<br>When this artifact enters, target creature an opponent controls gets -2/-2 until end of turn. {2}{B}, {T}, Sacrifice this artifact: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kor Skyfisher</b> <span>(1)(W)</span><br>Creature -- Kor Soldier<br>Flying<br>When this creature enters, return a permanent you control to its owner's hand.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Duke\_LukeM - 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 3/10 - 8 cards - 2.5 x 3.5 in each

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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>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>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>                                                           |

W

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

**1/2**

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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

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

3 B B

Ninjutsu {3}{B} ({3}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, that player discards two cards.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, return a land  
you control to its owner's hand.  
{T}: Add {W}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, return a land  
you control to its owner's hand.  
{T}: Add {W}{B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

**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

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)  
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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)

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

2/1

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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

## Suffocating Fumes (2)(B)

Instant

Creatures your opponents control get -1/-1 until end of turn.  
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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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 bothox.dev

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

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

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.)

- - - BACK FACE - - -

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

- - - BACK FACE - - -

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 1 B

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.)

- - - BACK FACE - - -

## Artifact

At the beginning of your upkeep, each opponent loses 1 life and you gain 1 life.

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## Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

## Sorcery

Creatures target player controls get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B

## Sorcery

Creatures target player controls get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

## Sorcery

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Sorcery

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

```
[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Duke\_LukeM - 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;  
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| <div><div>Relic of Progenitus1</div><div>Artifact</div><div><div>{T}: Target player exiles a card from their graveyard.</div><div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Relic of Progenitus1</div><div>Artifact</div><div><div>{T}: Target player exiles a card from their graveyard.</div><div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snuff Out3B</div><div>Instant</div><div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.</div><div>Destroy target nonblack creature. It can't be regenerated.</div></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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