

Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ash Barrens Land {T}: Add {C}. Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aven Riftwatcher 2W Creature -- Bird Rebel Soldier Flying Vanishing 3 (This creature enters with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) When this creature enters or leaves the battlefield, you gain 2 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aven Riftwatcher 2W Creature -- Bird Rebel Soldier Flying Vanishing 3 (This creature enters with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) When this creature enters or leaves the battlefield, you gain 2 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aven Riftwatcher 2W Creature -- Bird Rebel Soldier Flying Vanishing 3 (This creature enters with three time counters on it. At the beginning of your upkeep, remove a time counter from it. When the last is removed, sacrifice it.) When this creature enters or leaves the battlefield, you gain 2 life. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Return target creature card from your graveyard to your hand. Recover {2}{B} (When a creature is put into your graveyard from the battlefield, you may pay {2}{B}. If you do, return this card from your graveyard to your hand. Otherwise, exile this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Protection from monocolored

2/3

③ ④

Protection from monocolored

2/3

Land

This land enters tapped.
When this land enters, you gain 2 life.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flying
When this creature enters, return a permanent you control to its owner's hand.

2/3

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sheet 3/10 - 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.

Lone Missionary 1W Creature -- Kor Monk When this creature enters, you gain 4 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lone Missionary 1W Creature -- Kor Monk When this creature enters, you gain 4 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lone Missionary 1W Creature -- Kor Monk When this creature enters, you gain 4 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lone Missionary 1W Creature -- Kor Monk When this creature enters, you gain 4 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Orzhov Basilica 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 PLAYbotbox.dev	Orzhov Basilica 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 PLAYbotbox.dev	Orzhov Basilica 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 PLAYbotbox.dev	Orzhov Basilica 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 PLAYbotbox.dev

2 B B

At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.

{B}: This enchantment deals 1 damage to each creature and each player.

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Basic Land -- Plains

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

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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

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scoured Barrens

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scoured Barrens

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

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Scoured Barrens

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sec1uded Steppe

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snuff Out

3 B

Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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Snuff Out

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Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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Stinkweed Imp

2 B

Creature -- Imp

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.
Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stinkweed Imp

2 B

Creature -- Imp

Flying
Whenever this creature deals combat damage to a creature, destroy that creature.
Dredge 5 (If you would draw a card, you may mill five cards instead. If you do, return this card from your graveyard to your hand.)

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HeWhoIsInTheWater - Pauper (Pauper Challenge)

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 6/10 - 8 cards - 2.5 x 3.5 in each

Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Inspector Ⓢ Creature -- Human Soldier 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 PLAYbotbox.dev	Thraben Inspector Ⓢ Creature -- Human Soldier 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 PLAYbotbox.dev

Thraben Inspector W Creature -- Human Soldier 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 PLAYbotbox.dev	Thraben Inspector W Creature -- Human Soldier 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 PLAYbotbox.dev	Tragic Slip B Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tragic Slip B Instant Target creature gets -1/-1 until end of turn. Morbid -- That creature gets -13/-13 until end of turn instead if a creature died this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Castigate W B Sorcery Target opponent reveals their hand. You choose a nonland card from it and exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castigate W B Sorcery Target opponent reveals their hand. You choose a nonland card from it and exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castigate W B Sorcery Target opponent reveals their hand. You choose a nonland card from it and exile that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainer's Edict 1 B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Palace Sentinels 3 W Creature -- Human Soldier When this creature enters, you become the monarch. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Palace Sentinels 3 W Creature -- Human Soldier When this creature enters, you become the monarch. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patrician's Scorn 3 W Instant If you've cast another white spell this turn, you may cast this spell without paying its mana cost. Destroy all enchantments. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Patrician's Scorn 3 W Instant If you've cast another white spell this turn, you may cast this spell without paying its mana cost. Destroy all enchantments. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Prismatic Strands 2 W Instant Prevent all damage that sources of the color of your choice would deal this turn. Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Strands 2 W Instant Prevent all damage that sources of the color of your choice would deal this turn. Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Standard Bearer 1 W Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Standard Bearer 1 W Creature -- Human Flagbearer While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unmake W/B W/B W/B Instant Exile target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	