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| <div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{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>Chainer's Edict</div><div>Sorcery</div><div>Target player sacrifices a creature of their choice.<br/>Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chainer's Edict</div><div>Sorcery</div><div>Target player sacrifices a creature of their choice.<br/>Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <b>Inspiring Overseer</b> (2)(W)<br>Creature -- Angel Cleric<br>Flying<br>When this creature enters, you gain 1 life and draw a card.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev              | <b>Journey to Nowhere</b> (1)(W)<br>Enchantment<br>When this enchantment enters, exile target creature.<br>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Journey to Nowhere</b> (1)(W)<br>Enchantment<br>When this enchantment enters, exile target creature.<br>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Kor Skyfisher</b> (1)(W)<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                                                           |
| <b>Kor Skyfisher</b> (1)(W)<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 | <b>Kor Skyfisher</b> (1)(W)<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                                                             | <b>Kor Skyfisher</b> (1)(W)<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                                                             | <b>Obscura Storefront</b><br>Land<br>When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Obscura Storefront</div><div>Land</div><div>When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Omen of the DeadB</div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, return target creature card from your graveyard to your hand.<br/>{2}{B}, Sacrifice this enchantment: Scry 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Omen of the DeadB</div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, return target creature card from your graveyard to your hand.<br/>{2}{B}, Sacrifice this enchantment: Scry 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Orzhov Basilica</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {W}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               |
| <div><div>Orzhov Basilica</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {W}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div>Orzhov Basilica</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {W}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Orzhov Basilica</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {W}{B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Pestilence2BB</div><div>Enchantment</div><div>At the beginning of the end step, if no creatures are on the battlefield, sacrifice this enchantment.<br/>{B}: This enchantment deals 1 damage to each creature and each player.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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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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## Land

When this land enters, you gain 2 life.

{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

When this land enters, you gain 2 life.  
{T}: Add {C}.

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

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

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

## Land

This land enters tapped.  
{T}: Add {W} or {B}.  
{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)

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| <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

②

This artifact enters tapped.  
When this artifact enters, draw a card.  
{2}, {T}, Sacrifice this artifact:  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This artifact enters tapped.  
When this artifact enters, draw a card.  
{2}, {T}, Sacrifice this artifact:  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This artifact enters tapped.  
When this artifact enters, draw a card.  
{2}, {T}, Sacrifice this artifact:  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This artifact enters tapped.  
When this artifact enters, draw a card.  
{2}, {T}, Sacrifice this artifact:  
Draw a card.

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2 B

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

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3 B

Deathtouch  
When this creature enters, you  
become the monarch.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

3 B

Deathtouch  
When this creature enters, you  
become the monarch.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

3 B

Deathtouch  
When this creature enters, you  
become the monarch.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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| <div><div>Thraben Inspector</div><div>W</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>W</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>W</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>W</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>Arms of Hadar</div><div>3B</div><div>Sorcery</div><div>Creatures target player controls get -2/-2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Arms of Hadar</div><div>3B</div><div>Sorcery</div><div>Creatures target player controls get -2/-2 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Dawnbringer Cleric</div><div>1W</div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one --<br/>* Cure Wounds -- You gain 2 life.<br/>* Dispel Magic -- Destroy target enchantment.<br/>* Gentle Repose -- Exile target card from a graveyard.</div><div>[sideboard]</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dust to Dust</div><div>1WW</div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 |

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| <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                   | <div><div>Lone Missionary</div><div><div>1</div><div>W</div></div><div>Creature -- Kor Monk</div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     |
| <div><div>Lone Missionary</div><div><div>1</div><div>W</div></div><div>Creature -- Kor Monk</div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lone Missionary</div><div><div>1</div><div>W</div></div><div>Creature -- Kor Monk</div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Okiba-Gang Shinobi</div><div><div>3</div><div>B</div><div>B</div></div><div>Creature -- Rat Ninja</div><div>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.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rancid Earth</div><div><div>1</div><div>B</div><div>B</div></div><div>Sorcery</div><div>Destroy target land. Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Rancid Earth</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Destroy target land.<br/>Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Rancid Earth</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Destroy target land.<br/>Threshold -- If there are seven or more cards in your graveyard, instead destroy that land and Rancid Earth deals 1 damage to each creature and each player.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Relic of Progenitus</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - LucasKet - 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 10/10 - 3 cards - 2.5 x 3.5 in each