

Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Castigate Sorcery Target opponent reveals their hand. You choose a nonland card from it and exile that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Castigate Sorcery Target opponent reveals their hand. You choose a nonland card from it and exile that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainer's Edict 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 PLAYbotbox.dev	Chainer's Edict 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 PLAYbotbox.dev	Chainer's Edict 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 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead Weight B Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dead Weight B Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diabolic Edict 1 B Instant Target player sacrifices a creature of their choice. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Disfigure B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disfigure B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doom Blade 1 B Instant Destroy target nonblack creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doom Blade 1 B Instant Destroy target nonblack creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

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2 B B

Buyback {3} (You may pay an additional {3} as you cast this spell. If you do, put this card into your hand as it resolves.)
Evincar's Justice deals 2 damage to each creature and each player.

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③ ④ W

Protection from monocolored

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Protection from monocolored

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Protection from monocolored

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Protection from monocolored

2/3

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Land

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This land enters tapped.
When this land enters, you gain 2
life.
{T}: Add {W}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kabira Crossroads Land This land enters tapped. When this land enters, you gain 2 life. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Night's Whisper Sorcery You draw two cards and lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Night's Whisper Sorcery You draw two cards and lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Night's Whisper Sorcery You draw two cards and lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Night's Whisper Sorcery You draw two cards and lose 2 life. 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}. 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. 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. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pestilence (2)(B)(B) Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pestilence (2)(B)(B) Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pestilence (2)(B)(B) Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pestilence (2)(B)(B) Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains (T): Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pristine Talisman Artifact {T}: Add {C}. You gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pristine Talisman Artifact {T}: Add {C}. You gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pristine Talisman Artifact {T}: Add {C}. You gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pristine Talisman Artifact {T}: Add {C}. You gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Radiant Fountain Land When this land enters, you gain 2 life. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Read the Bones Sorcery Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Read the Bones Sorcery Scry 2, then draw two cards. You lose 2 life. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rhystic Circle 2 W W Enchantment {1}: Any player may pay {1}. If no one does, the next time a source of your choice would deal damage to you this turn, prevent that damage. 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}. 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}. 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

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CastigateWB 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	CastigateWB 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	Circle of Protection: Blue1W Enchantment {1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Green1W Enchantment {1}: The next time a green source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Circle of Protection: Red (1)(W) Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Red (1)(W) Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Circle of Protection: Red (1)(W) Enchantment {1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fragmentize (W) Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fragmentize (W) Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fragmentize (W) Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fragmentize (W) Sorcery Destroy target artifact or enchantment with mana value 4 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ill-Gotten Inheritance (3)(B) Enchantment At the beginning of your upkeep, this enchantment deals 1 damage to each opponent and you gain 1 life. {5}{B}, Sacrifice this enchantment: It deals 4 damage to target opponent and you gain 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ill-Gotten Inheritance (3)(B)

Enchantment

At the beginning of your upkeep, this enchantment deals 1 damage to each opponent and you gain 1 life. {5}{B}, Sacrifice this enchantment: It deals 4 damage to target opponent and you gain 4 life.

[sideboard]

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Nihil Spellbomb (1)

Artifact

{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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nihil Spellbomb (1)

Artifact

{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.

[sideboard]

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Playtest cards - Amoras27 - 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