

Black Dragon Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than black. {T}: Add {B} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Black Dragon Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than black. {T}: Add {B} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Black Dragon Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than black. {T}: Add {B} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Black Dragon Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than black. {T}: Add {B} or one mana of the chosen color. 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	Campfire1 Artifact {1}, {T}: You gain 2 life. {2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Campfire1 Artifact {1}, {T}: You gain 2 life. {2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crypt Rats2B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev 1/1

Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crypt Rats 2 B Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkness B Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eviscerator's Insight 1 B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards. Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Fanatical Offering ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanatical Offering ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fanatical Offering ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Golgari Rot Farm Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heaped Harvest ②G Artifact -- Food When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle. {2}, {T}, Sacrifice this artifact: You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heap Gate Land -- Gate {T}: Add {C}. {1}, {T}: Add one mana of any color. {1}, {T}, Tap an untapped Gate you control: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heap Gate Land -- Gate {T}: Add {C}. {1}, {T}: Add one mana of any color. {1}, {T}, Tap an untapped Gate you control: Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Heap Gate Land -- Gate {T}: Add {C}. {1}, {T}: Add one mana of any color. {1}, {T}, Tap an untapped Gate you control: 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	Heap Gate Land -- Gate {T}: Add {C}. {1}, {T}: Add one mana of any color. {1}, {T}, Tap an untapped Gate you control: 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	Ichor Wellspring Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ichor Wellspring Artifact When this artifact enters or is put into a graveyard from the battlefield, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Land

This land enters tapped.
When this land enters, create a 0/1
green Plant creature token.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this land enters, create a 0/1
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{T}: Add {G}.

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②

Artifact -- Food

When this artifact enters, scry 1, then draw a card.
{2}, {T}, Sacrifice this artifact: You gain 3 life.
When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manor Gate

Land - - Gate

This land enters tapped.
As this land enters, choose a color
other than green.
{T}: Add {G} or one mana of the
chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Manor Gate

Land - - Gate

This land enters tapped.
As this land enters, choose a color other than green.
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Manor Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than green. {T}: Add {G} or one mana of the chosen color.	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)
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Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	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.	Reckoner's Bargain ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. You gain life equal to the sacrificed permanent's mana value. Draw two cards.	Reckoner's Bargain ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. You gain life equal to the sacrificed permanent's mana value. Draw two cards.
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Playtest cards - ASDFGHJKJHGFDSA - 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 6/10 - 8 cards - 2.5 x 3.5 in each

Respite Instant Prevent all combat damage that would be dealt this turn. You gain 1 life for each attacking creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stream of Thought Sorcery Target player mills four cards. You shuffle up to four cards from your graveyard into your library. Replicate {2}{U}{U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) 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	Tangle Instant Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tangle Instant Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ②

Prevent all combat damage that would be dealt this turn.
Each attacking creature doesn't untap during its controller's next untap step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gains deathtouch and lifelink until end of turn.
Investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

You gain 3 life.
Storm (When you cast this spell,
copy it for each spell cast before
it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

You gain 3 life.
Storm (When you cast this spell,
copy it for each spell cast before
it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

You gain 3 life.
Storm (When you cast this spell,
copy it for each spell cast before
it this turn.)

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.

[sidebar]

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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[sidebar]
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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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre 1BB Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation 1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation 1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Heritage Reclamation 1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Murmuring Mystic 3U Creature -- Human Wizard Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. [sideboard] 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Murmuring Mystic 3U Creature -- Human Wizard Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. [sideboard] 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

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Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
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Choose one --
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

You gain 3 life.
Storm (When you cast this spell,
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sheet 10/10 - 4 cards - 2.5 x 3.5 in each