Arcane Denial {1}{U}

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Denial {1}{U}

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Denial {1}{U}

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Denial {1}{U}

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

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

Behold the Multiverse {3}{U}

Instant

Scry 2, then draw two cards.
Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Behold the Multiverse {3}{U}

Instant

Scry 2, then draw two cards.
Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HoldTheElle - Turbo Fog (Pauper Challenge 32) sheet 1/10 - 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; 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.

Behold the Multiverse (3)(U)

Instant

Scry 2, then draw two cards.
Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Brainstorm (U)

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm (U)

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm (U)

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brainstorm (U)

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Campfire (1)

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 PLAY botbox.dev

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.

Dimir Aqueduct

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embrace the Paradox {3}{G}{U}

Instant

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embrace the Paradox {3}{G}{U}

Instant

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embrace the Paradox {3}{G}{U}

Instant

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fog {G}

Instant

Prevent all combat damage that would be dealt this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foreboding Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foreboding Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HoldTheElle - Turbo Fog (Pauper Challenge 32) sheet 3/10 - 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; 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growth Spiral {G}{U}

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growth Spiral {G}{U}

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growth Spiral {G}{U}

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growth Spiral {G}{U}

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heritage Reclamation {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heritage Reclamation {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Destroy target enchantment.
* Exile up to one target card from a graveyard. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HoldTheElle - Turbo Fog (Pauper Challenge 32) sheet 4/10 - 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; 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moment's Peace {1}{G}

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moment's Peace {1}{G}

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moment's Peace {1}{G}

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Moment's Peace {1}{G}

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muddle the Mixture {U}{U}

Instant

Counter target instant or sorcery spell.
Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muddle the Mixture {U}{U}

Instant

Counter target instant or sorcery spell.
Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rimewood Falls

Snow Land -- Forest Island

({T}: Add {G} or {U}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Simic Growth Chamber

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Growth Chamber

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Growth Chamber

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Growth Chamber

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stream of Thought (U)

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 PLAY botbox.dev

Stream of Thought (U)

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 PLAY botbox.dev

Tangle (1)(G)

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 PLAY botbox.dev

Tangle (1)(G)

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 PLAY botbox.dev

Playtest cards - HoldTheElle - Turbo Fog (Pauper Challenge 32) sheet 7/10 - 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; 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.

Tangle {1}{G}

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 PLAY botbox.dev

Weather the Storm {1}{G}

Instant

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

Weather the Storm {1}{G}

Instant

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

Weather the Storm {1}{G}

Instant

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

Weather the Storm {1}{G}

Instant

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

Blue Elemental Blast {U}

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Campfire {1}

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel {U}

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HoldTheElle - Turbo Fog (Pauper Challenge 32) sheet 8/10 - 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; 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.

Dispel (U)

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel (U)

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre (1)(B)(B)

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre (1)(B)(B)

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre (1)(B)(B)

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - HoldTheElle - Turbo Fog (Pauper Challenge 32) 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; 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.

Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Murmuring Mystic (3)(U)

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 PLAY botbox.dev

Murmuring Mystic (3)(U)

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 PLAY botbox.dev

Murmuring Mystic (3)(U)

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 PLAY botbox.dev

Playtest cards - HoldTheElle - Turbo Fog (Pauper Challenge 32) sheet 10/10 - 4 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; 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.