Command Bridge

Land

This land enters tapped.
When this land enters, sacrifice it unless you tap an untapped permanent you control.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Command Bridge

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This land enters tapped.
When this land enters, sacrifice it unless you tap an untapped permanent you control.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
When this land enters, sacrifice it unless you tap an untapped permanent you control.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimson Kobolds 0

Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crimson Kobolds 0

Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crookshank Kobolds 0

Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zapyzapyzapy - Pauper v3 Group 9CA21B (Wrenn's Resolve, Skewer the Critic 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.

Crookshank Kobolds (0)

Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crookshank Kobolds (0)

Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crookshank Kobolds (0)

Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eroded Canyon

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eroded Canyon

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Seer (U)

Creature -- Faerie Wizard

Flying
When this creature enters, 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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Seer (U)

Creature -- Faerie Wizard

Flying
When this creature enters, 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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Faerie Wizard

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When this creature enters, 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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zapyzapyzapy - Pauper v3 Group 9CA21B (Wrenn's Resolve, Skewer the Critic sheet 2/10 - 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.

Faerie Seer (U)

Creature -- Faerie Wizard

Flying
When this creature enters, 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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foul-Tongue Shriek (B)

Instant

Target opponent loses 1 life for each attacking creature you control. You gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foul-Tongue Shriek (B)

Instant

Target opponent loses 1 life for each attacking creature you control. You gain that much life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Holdout Settlement

Land

{T}: Add {C}. ({C} represents colorless mana.)
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kobolds of Kher Keep

Token Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kobolds of Kher Keep

Token Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kobolds of Kher Keep

Token Creature -- Kobold

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kobolds of Kher Keep

Token Creature -- Kobold

0/1

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.

Meeting of Minds {3}{U}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meeting of Minds {3}{U}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
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Draw two cards.

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Meeting of Minds {3}{U}

Instant

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mob Justice {1}{R}

Sorcery

Mob Justice deals damage to target player or planeswalker equal to the number of creatures you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mob Justice deals damage to target player or planeswalker equal to the number of creatures you control.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zapyzapyzapy - Pauper v3 Group 9CA21B (Wrenn's Resolve, Skewer the Critic 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.

Night Market Lookout (B)

Creature -- Human Rogue

Whenever this creature becomes tapped, each opponent loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Whenever this creature becomes tapped, each opponent loses 1 life and you gain 1 life.

1/1

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1/1

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Night Market Lookout (B)

Creature -- Human Rogue

Whenever this creature becomes tapped, each opponent loses 1 life and you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter (0)

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ornithopter (0)

Artifact Creature -- Thopter

Flying

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Walker (0)

Artifact Creature -- Phyrexian Construct

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Walker (0)

Artifact Creature -- Phyrexian Construct

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zapyzapyzapy - Pauper v3 Group 9CA21B (Wrenn's Resolve, Skewer the Critic sheet 5/10 - 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.

Phyrexian Walker {0}

Artifact Creature -- Phyrexian Construct

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phyrexian Walker {0}

Artifact Creature -- Phyrexian Construct

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reckless Impulse {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Reckless Impulse {1}{R}

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soured Springs

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soured Springs

Land -- Desert

This land enters tapped.
When this land enters, it deals 1 damage to target opponent.
{T}: Add {U} or {B}.

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.

Springleaf Drum (1)

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

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{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Springleaf Drum (1)

Artifact

{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survivors' Encampment

Land -- Desert

{T}: Add {C}.
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survivors' Encampment

Land -- Desert

{T}: Add {C}.
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survivors' Encampment

Land -- Desert

{T}: Add {C}.
{T}, Tap an untapped creature you control: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zapyzapyzapy - Pauper v3 Group 9CA21B (Wrenn's Resolve, Skewer the Critic 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.

Wrenn's Resolve (1)(R)

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

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Wrenn's Resolve (1)(R)

Sorcery

Exile the top two cards of your library. Until the end of your next turn, you may play those cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arms of Hadar (3)(B)

Sorcery

Creatures target player controls get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arms of Hadar (3)(B)

Sorcery

Creatures target player controls get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harsh Sustenance (1)(W)(B)

Instant

Harsh Sustenance deals X damage to any target and you gain X life, where X is the number of creatures you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Harsh Sustenance (1)(W)(B)

Instant

Harsh Sustenance deals X damage to any target and you gain X life, where X is the number of creatures you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zapyzapyzapy - Pauper v3 Group 9CA21B (Wrenn's Resolve, Skewer the Critic 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.

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

Masked Vandal (1)(G)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Masked Vandal (1)(G)

Creature -- Shapeshifter

Changeling (This card is every creature type.)
When this creature enters, you may exile a creature card from your graveyard. If you do, exile target artifact or enchantment an opponent controls.

[sideboard]

1/3

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spidersilk Armor (2)(G)

Enchantment

Creatures you control get +0/+1 and have reach. (They can block creatures with flying.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spidersilk Armor (2)(G)

Enchantment

Creatures you control get +0/+1 and have reach. (They can block creatures with flying.)

[sideboard]

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.)

[sideboard]

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.

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrap in Vigor {1}{G}

Instant

Regenerate each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrap in Vigor {1}{G}

Instant

Regenerate each creature you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - zapyzapyzapy - Pauper v3 Group 9CA21B (Wrenn's Resolve, Skewer the Critic sheet 10/10 - 3 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.