

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	Breath Weapon Instant Breath Weapon deals 2 damage to each non-Dragon creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Conduit Pylons Land -- Desert When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crop Rotation Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cryogen Relic Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryogen Relic Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryogen Relic Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryogen Relic Artifact When this artifact enters or leaves the battlefield, draw a card. {1}{U}, Sacrifice this artifact: Put a stun counter on up to one target tapped creature. (If a permanent with a stun counter would become untapped, remove one from it instead.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Energy Refractor② Artifact When this artifact enters, draw a card. {2}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Energy Refractor② Artifact When this artifact enters, draw a card. {2}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Energy Refractor② Artifact When this artifact enters, draw a card. {2}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Energy Refractor② Artifact When this artifact enters, draw a card. {2}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Expedition Map① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map① Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ghostly Flicker 2U Instant Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghostly Flicker 2U Instant Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghostly Flicker 2U Instant Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghostly Flicker 2U Instant Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Impulse 1U Instant Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse 1U Instant Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse 1U Instant Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse 1U Instant Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lórien Revealed 3UU 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 PLAYbotbox.dev	Lórien Revealed 3UU 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 PLAYbotbox.dev	Lórien Revealed 3UU 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 PLAYbotbox.dev	Mnemonic Wall 4U Creature -- Wall Defender When this creature enters, you may return target instant or sorcery card from your graveyard to your hand. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mnemonic Wall (4)(U) Creature -- Wall Defender When this creature enters, you may return target instant or sorcery card from your graveyard to your hand. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mnemonic Wall (4)(U) Creature -- Wall Defender When this creature enters, you may return target instant or sorcery card from your graveyard to your hand. 0/4 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.) 1/3 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.) 1/3 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. 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mysidian Elder (2)(R) Creature -- Human Wizard When this creature enters, create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent." 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mysidian Elder (2)(R) Creature -- Human Wizard When this creature enters, create a 0/1 black Wizard creature token with "Whenever you cast a noncreature spell, this token deals 1 damage to each opponent." 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Teachings (3)(U) Instant Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle. Flashback {5}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mathevs - Pauper (Mont Weekly Pauper)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

Mystical Teachings ③ U Instant Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle. Flashback {5}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prohibit ① U Instant Kicker {2} (You may pay an additional {2} as you cast this spell.) Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prophetic Prism ② Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prophetic Prism ② Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Mine Land -- Urza's Mine {T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Power Plant Land -- Urza's Power-Plant {T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Urza's Tower

Land - - Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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Urza's Tower

Land - - Urza's Tower

{T}: Add **{C}**. If you control an Urza's Mine and an Urza's Power-Plant, add **{C}{C}{C}** instead.

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Urza's Tower

Land - - Urza's Tower

{T}: Add **{C}**. If you control an Urza's Mine and an Urza's Power-Plant, add **{C}{C}{C}** instead.

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Urza's Tower

Land -- Urza's Tower

{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.

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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.

[sidebar]

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Blue Elemental Blast (U)

Instant

Choose one --

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

[sidebar]

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Blue Elemental Blast (U)

Instant

Choose one --

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon 2 R Instant Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Light 1 W Instant You gain shroud until end of turn. (You can't be the target of spells or abilities.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] 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. [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
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	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonehorn Dignitary 3W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonehorn Dignitary 3W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm 1G 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 PLAYbotbox.dev
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