

① R

Choose one --

```
* Destroy target artifact.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.)

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①②

Creature -- Merfolk Wizard

When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

1/3

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1/3

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(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.)

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| <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                     |
| <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                  | <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                  | <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                  | <div><div><div>Crimson Fleet Commodore</div><div>Creature -- Ogre Pirate</div><div>Trample<br/>When this creature enters, you become the monarch.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

**Playtest cards - carvs - Pauper (Pauper League)** 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.

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| <div> <div>Lightning Bolt</div> <div>R</div> </div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                              | <div> <div>Lightning Bolt</div> <div>R</div> </div> <div>Instant</div> <div>Lightning Bolt deals 3 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                              | <div> <div>Ninja of the Deep Hours</div> <div>3U</div> </div> <div>Creature -- Human Ninja</div> <div>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Ninja of the Deep Hours</div> <div>3U</div> </div> <div>Creature -- Human Ninja</div> <div>Ninjutsu {1}{U} ({1}{U}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, you may draw a card.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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| <div><div><div>Preordain</div><div>U</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preordain</div><div>U</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Skred</div><div>R</div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Skred</div><div>R</div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Snow-Covered Mountain</div><div>Basic Snow Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Spellstutter Sprite1U</div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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## Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

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## Volatile Fjord

Snow Land -- Island Mountain

( $\{T\}$ : Add  $\{U\}$  or  $\{R\}$ .)  
This land enters tapped.

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## Volatile Fjord

Snow Land -- Island Mountain

( $\{T\}$ : Add  $\{U\}$  or  $\{R\}$ .)  
This land enters tapped.

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Snow Land -- Island Mountain

( $\{T\}$ : Add  $\{U\}$  or  $\{R\}$ .)  
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Curfew

U

Instant

Each player returns a creature they control to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Curfew

U

Instant

Each player returns a creature they control to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Echoing Truth

① ②

Instant

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

```
[sidebar]
```

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## Electrickery

®

Instant

Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sidebar]

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② R

Fiery Cannonade deals 2 damage to each non-Pirate creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Fiery Cannonade deals 2 damage to each non-Pirate creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Choose one --

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

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| <div> <div>Pyroblast</div> <div>Instant</div> <div>           Choose one --<br/>           * Counter target spell if it's blue.<br/>           * Destroy target permanent if it's blue.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Relic of Progenitus</div> <div>Artifact</div> <div>           {T}: Target player exiles a card from their graveyard.<br/>           {1}, Exile this artifact: Exile all graveyards. Draw a card.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <div>Swirling Sandstorm</div> <div>Sorcery</div> <div>           Threshold -- Swirling Sandstorm deals 5 damage to each creature without flying if there are seven or more cards in your graveyard.         </div> <div>[sideboard]</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |  |
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