

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① R

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1 B

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Drossforge Bridge

Artifact Land

This land enters tapped.
Indestructible
{T}: Add {B} or {R}.

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Duress

B

Sorcery

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

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1 B

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.")

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①R

Instant

Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn.

Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

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First Day of Class 1R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	First Day of Class 1R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	First Day of Class 1R Instant Whenever a creature you control enters this turn, put a +1/+1 counter on it and it gains haste until end of turn. Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Matron 2R Creature -- Goblin When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Goblin Matron 2R Creature -- Goblin When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Matron 2R Creature -- Goblin When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Matron 2R Creature -- Goblin When this creature enters, you may search your library for a Goblin card, reveal that card, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Andrea98 - Pauper (Sanremo Pauper League - 2a Tappa)

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 3/10 - 8 cards - 2.5 x 3.5 in each

Artifact Land

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Creature -- Goblin Pirate

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Creature -- Goblin Shaman

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Enchantment

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Mesmeric Fiend 1B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mesmeric Fiend 1B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Putrid Goblin 1B Creature -- Zombie Goblin Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Putrid Goblin 1B Creature -- Zombie Goblin Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Skirk Prospector R Creature -- Goblin Sacrifice a Goblin: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skirk Prospector R Creature -- Goblin Sacrifice a Goblin: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skirk Prospector R Creature -- Goblin Sacrifice a Goblin: Add {R}. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Tramway Station Land This land enters tapped. {T}: Add {B} or {R}. {2}{B}{R}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tramway Station Land This land enters tapped. {T}: Add {B} or {R}. {2}{B}{R}, {T}, Sacrifice this land: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unearth Sorcery Return target creature card with mana value 3 or less from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Artifact Land

$$\{T\} : \text{Add } \{B\}.$$

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②R

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

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Choose one --

- * Cast into the Fire deals 1 damage to each of up to two target creatures.
- * Exile target artifact.

[sidebar]

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- * Cast into the Fire deals 1 damage to each of up to two target creatures.
- * Exile target artifact.

[sideboard]

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{X}{X}{1}: Destroy target  
noncreature artifact with mana value  
X.
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[sidebar]

1/1

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`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

1/1

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Scry 2, then draw a card.

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Scry 2, then draw a card.

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Sacrifice an artifact: This creature deals 1 damage to each creature without flying.

1/1

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Changing (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.

1/3

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Choose one --

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

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Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege Smash 1R Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Siege Smash 1R Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Choose one -- * Destroy target artifact. * Target creature gets +3/+2 and gains trample until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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