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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |

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| <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               |

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| <div><div>Deep Analysis</div><div><div>3</div><div>U</div></div></div> <div>Sorcery</div> <div>Target player draws two cards.<br/>Flashback--<math>\{1\}\{U\}</math>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deep Analysis</div><div><div>3</div><div>U</div></div></div> <div>Sorcery</div> <div>Target player draws two cards.<br/>Flashback--<math>\{1\}\{U\}</math>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dismal Backwater</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/><math>\{T\}</math>: Add <math>\{U\}</math> or <math>\{B\}</math>.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div><div>Dismal Backwater</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/><math>\{T\}</math>: Add <math>\{U\}</math> or <math>\{B\}</math>.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              |
| <div><div>Dismal Backwater</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/><math>\{T\}</math>: Add <math>\{U\}</math> or <math>\{B\}</math>.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div><div>Dismal Backwater</div></div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/><math>\{T\}</math>: Add <math>\{U\}</math> or <math>\{B\}</math>.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div><div>Gurmag Angler</div><div><div>6</div><div>B</div></div></div> <div>Creature -- Zombie Fish</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for <math>\{1\}</math>.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gurmag Angler</div><div><div>6</div><div>B</div></div></div> <div>Creature -- Zombie Fish</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for <math>\{1\}</math>.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

6 B

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow Land -- Island Swamp

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

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed</div><div>3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed</div><div>3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Lórien Revealed</b> (3)(U)(U)<br><hr/> Sorcery<br><hr/> Draw three cards.<br>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) | <b>Lórien Revealed</b> (3)(U)(U)<br><hr/> Sorcery<br><hr/> Draw three cards.<br>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.) | <b>Mental Note</b> (U)<br><hr/> Instant<br><hr/> Mill two cards.<br>Draw a card.                                                                                                                          | <b>Mental Note</b> (U)<br><hr/> Instant<br><hr/> Mill two cards.<br>Draw a card.                                                                                                                          |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                        |
| <b>Mental Note</b> (U)<br><hr/> Instant<br><hr/> Mill two cards.<br>Draw a card.                                                                                                                                    | <b>Sneaky Snacker</b> (U)(B)<br><hr/> Creature -- Faerie Rogue<br><hr/> Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. <div>2/1</div>           | <b>Sneaky Snacker</b> (U)(B)<br><hr/> Creature -- Faerie Rogue<br><hr/> Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. <div>2/1</div> | <b>Sneaky Snacker</b> (U)(B)<br><hr/> Creature -- Faerie Rogue<br><hr/> Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. <div>2/1</div> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                        | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                        |

Playtest cards - AndrePiffer - Pauper (Pauper Semanal)

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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Sneaky Snacker</b> (U)(B)</p> <p>Creature -- Faerie Rogue</p> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spell Pierce</b> (U)</p> <p>Instant</p> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spell Pierce</b> (U)</p> <p>Instant</p> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Thought Scour</b> (U)</p> <p>Instant</p> <p>Target player mills two cards. Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                        |
| <p><b>Thought Scour</b> (U)</p> <p>Instant</p> <p>Target player mills two cards. Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                            | <p><b>Thought Scour</b> (U)</p> <p>Instant</p> <p>Target player mills two cards. Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                     | <p><b>Thought Scour</b> (U)</p> <p>Instant</p> <p>Target player mills two cards. Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                     | <p><b>Tolarian Terror</b> (6)(U)</p> <p>Creature -- Serpent</p> <p>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</p> <p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div><div>Tolarian Terror</div><div>6U</div></div><div><div>Creature -- Serpent</div><div></div></div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div><div></div></div><div><div>5/5</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Tolarian Terror</div><div>6U</div></div><div><div>Creature -- Serpent</div><div></div></div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div><div></div></div><div><div>5/5</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Tolarian Terror</div><div>6U</div></div><div><div>Creature -- Serpent</div><div></div></div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div><div></div></div><div><div>5/5</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Unexpected Fangs</div><div>1B</div></div><div><div>Instant</div><div></div></div><div><div>Put a +1/+1 counter and a lifelink counter on target creature.</div><div></div></div><div><div></div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  |
| <div><div><div>Agony Warp</div><div>UB</div></div><div><div>Instant</div><div></div></div><div><div>Target creature gets -3/-0 until end of turn.<br/>Target creature gets -0/-3 until end of turn.</div><div></div></div><div><div>[sideboard]</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              | <div><div><div>Annul</div><div>U</div></div><div><div>Instant</div><div></div></div><div><div>Counter target artifact or enchantment spell.</div><div></div></div><div><div>[sideboard]</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                      | <div><div><div>Annul</div><div>U</div></div><div><div>Instant</div><div></div></div><div><div>Counter target artifact or enchantment spell.</div><div></div></div><div><div>[sideboard]</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                      | <div><div><div>Blue Elemental Blast</div><div>U</div></div><div><div>Instant</div><div></div></div><div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div></div></div><div><div>[sideboard]</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Blue Elemental Blast</b> <span>U</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>       | <b>Chainer's Edict</b> <span>1B</span><br><hr/> Sorcery<br><hr/> Target player sacrifices a creature of their choice.<br>Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Hydroblast</b> <span>U</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Hydroblast</b> <span>U</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Hydroblast</b> <span>U</span><br><hr/> Instant<br><hr/> Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Shrivel</b> <span>1B</span><br><hr/> Sorcery<br><hr/> All creatures get -1/-1 until end of turn.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                              | <b>Shrivel</b> <span>1B</span><br><hr/> Sorcery<br><hr/> All creatures get -1/-1 until end of turn.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                        | <b>Tormod's Crypt</b> <span>0</span><br><hr/> Artifact<br><hr/> {T}, Sacrifice this artifact: Exile target player's graveyard.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                             |

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

① ②

Put a +1/+1 counter and a lifelink counter on target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Put a +1/+1 counter and a lifelink counter on target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev