

① ② R

Choose one --

- * Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.

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

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③

Artifact

{T}: Add one mana of any color.

{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.

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③

Artifact

{T}: Add one mana of any color.

{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.

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Artifact

{T}: Add one mana of any color.

{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.

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Land

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

{1}, {T}: Add one mana of any color.
{4}, {T}, Sacrifice this land: Put
two +1/+1 counters on target
creature. Activate only as a
sorcery.

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Land

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

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{4}, {T}, Sacrifice this land: Put
two +1/+1 counters on target
creature. Activate only as a
sorcery.
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Compulsive Research 2 U Sorcery Target player draws three cards. Then that player discards two cards unless they discard a land card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crop Rotation 6 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	Crop Rotation 6 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	Dinrova Horror 4 U B Creature -- Horror When this creature enters, return target permanent to its owner's hand, then that player discards a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ephemerate W Instant Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fiery Cannonade 2 R Instant Fiery Cannonade deals 2 damage to each non-Pirate creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostly Flicker 2 U 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 PLAY botbox.dev	Impulse 1 U 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 PLAY botbox.dev

Impulse 1 U 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 PLAY botbox.dev	Impulse 1 U 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 PLAY botbox.dev	Impulse 1 U 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 PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) 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	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④⑤

Flying
When this creature enters, draw two cards.

Evoked {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Flying
When this creature enters, draw two cards.

Evoked {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Flying
When this creature enters, draw two cards.

Evoked {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④ ⑤

Flying
When this creature enters, draw two cards.

Evoked {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(3) (U)

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.)

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(3) (U)

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.)

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Stonehorn Dignitary 3 W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thornwood Falls Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thriving Isle Land This land enters tapped. As it enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thriving Isle Land This land enters tapped. As it enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thriving Isle Land This land enters tapped. As it enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thriving Isle Land This land enters tapped. As it enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unwind 2 U Instant Counter target noncreature spell. Untap up to three lands. 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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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Weather the Storm

① ⑥

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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Cast Down

① ⑧

Instant

Destroy target nonlegendary creature.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exclude

②③

Instant

Counter target creature spell.
Draw a card.

[sideboard]

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Fangren Marauder

5 G

Creature -- Beast

Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life.

[sidebar]

5/5

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Playtest cards - Parallax - Pauper (Pauper League)

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

5 G

Whenever an artifact is put into a graveyard from the battlefield, you may gain 5 life.

5/5

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②③

Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.

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U

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

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

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

```
Choose one --
* Counter target blue spell.
* Destroy target blue permanent.
```

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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.

Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rolling Thunder X R R Sorcery Rolling Thunder deals X damage divided as you choose among any number of targets. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stonehorn Dignitary 3 W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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sheet 10/10 - 3 cards - 2.5 x 3.5 in each