

2 U U

When this creature enters, return target instant or sorcery card from your graveyard to your hand.

1/2

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When this creature enters, return target instant or sorcery card from your graveyard to your hand.

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①②

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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U

Draw three cards, then put two cards from your hand on top of your library in any order.

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<div><div>Breath Weapon2R</div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Breath Weapon2R</div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast into the Fire1R</div><div>Instant</div><div>Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire1R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cleansing Wildfire1R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire1R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire1R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>CounterspellUU</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>	<div><div>Ephemerate</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Ephemerate</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic Discharge</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Galvanic Discharge</div><div>R</div></div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Glacial Floodplain</div></div><div>Snow Land -- Plains Island</div><div>(T): Add W or U.) This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Kenku Artificer</div><div>2U</div></div><div>Creature -- Bird Artificer</div><div>Homunculus Servant -- When this creature enters, put three +1/+1 counters on up to one target noncreature artifact. That artifact becomes a 0/0 Homunculus artifact creature with flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Kenku Artificer</div><div>2U</div></div><div>Creature -- Bird Artificer</div><div>Homunculus Servant -- When this creature enters, put three +1/+1 counters on up to one target noncreature artifact. That artifact becomes a 0/0 Homunculus artifact creature with flying.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div>3UU</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

④ ⑤

Flying
When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

2/2

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When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

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When this creature enters, draw two cards.
Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)

2/2

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.
Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.
Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)

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U

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.)

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U

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.)

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Artifact Land

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

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sheet 5/10 - 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.

<div><div>Rustvale Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Rustvale Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Rustvale Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Silverbluff Bridge</div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {U} or {R}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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 Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tune the Narrative</div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div><div><div><div></div><div>Tune the Narrative</div><div>①U</div></div></div><div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Tune the Narrative</div><div>①U</div></div></div><div><div>Instant</div><div>Draw a card. You get {E}{E} (two energy counters).</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Union of the Third Path</div><div>②W</div></div></div><div><div>Instant</div><div>Draw a card, then you gain life equal to the number of cards in your hand.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Volatile Fjord</div><div></div></div></div><div><div>Snow Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) This land enters tapped.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div><div><div><div></div><div>Breath Weapon</div><div>②R</div></div></div><div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div></div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Campfire</div><div>①</div></div></div><div><div>Artifact</div><div>{1}, {T}: You gain 2 life. {2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.</div></div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Campfire</div><div>①</div></div></div><div><div>Artifact</div><div>{1}, {T}: You gain 2 life. {2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.</div></div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Dispel</div><div>①U</div></div></div><div><div>Instant</div><div>Counter target instant spell.</div></div></div></div><div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile two target artifacts.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile two target artifacts.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile two target artifacts.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Exclude</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>Counter target creature spell. Draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Hydroblast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Lose Focus</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Pyroblast</div><div><div>R</div></div></div> <div>Instant</div> <div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Pyroblast</div><div><div>R</div></div></div> <div>Instant</div> <div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Pyroblast</div> <div> <div></div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Counter target spell if it's blue.</div> <div>* Destroy target permanent if it's blue.</div> </div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thraben Charm</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</div> <div>* Destroy target enchantment.</div> <div>* Exile any number of target players' graveyards.</div> </div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Thraben Charm</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div> <div>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</div> <div>* Destroy target enchantment.</div> <div>* Exile any number of target players' graveyards.</div> </div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

Playtest cards - Todeshorst - 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 10/10 - 3 cards - 2.5 x 3.5 in each