

<div> <div>Ancient Grudge</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Destroy target artifact. Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Augur of Bolas</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> 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. </div> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Augur of Bolas</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> 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. </div> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Augur of Bolas</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> 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. </div> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div>Augur of Bolas</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Merfolk Wizard</div> <div> 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. </div> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Azure Fleet Admiral</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Pirate</div> <div> When this creature enters, you become the monarch. This creature can't be blocked by creatures the monarch controls. </div> </div> <div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Bountiful Landscape</div> </div> <div> <div>Land</div> <div> {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.) </div> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Bountiful Landscape</div> </div> <div> <div>Land</div> <div> {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.) </div> </div> <div> <div>1/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div><div>Bountiful Landscape</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Search your library for a basic Forest, Island, or Mountain card, put it onto the battlefield tapped, then shuffle.</p><p>Cycling {G}{U}{R} ({G}{U}{R}, Discard this card: Draw a card.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Brainstorm</div><div>Instant</div><div><p>Draw three cards, then put two cards from your hand on top of your library in any order.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Brainstorm</div><div>Instant</div><div><p>Draw three cards, then put two cards from your hand on top of your library in any order.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Brainstorm</div><div>Instant</div><div><p>Draw three cards, then put two cards from your hand on top of your library in any order.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Brainstorm</div><div>Instant</div><div><p>Draw three cards, then put two cards from your hand on top of your library in any order.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Breath Weapon</div><div>Instant</div><div><p>Breath Weapon deals 2 damage to each non-Dragon creature.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Breath Weapon</div><div>Instant</div><div><p>Breath Weapon deals 2 damage to each non-Dragon creature.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Cast into the Fire</div><div>Instant</div><div><p>Choose one --</p><p>* Cast into the Fire deals 1 damage to each of up to two target creatures.</p><p>* Exile target artifact.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>
<div><div>Crimson Fleet Commodore</div><div>Creature -- Ogre Pirate</div><div>Trample When this creature enters, you become the monarch.</div><div>5/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Izzet Charm</div><div>Instant</div><div>Choose one -- * Counter target noncreature spell unless its controller pays {2}. * Izzet Charm deals 2 damage to target creature. * Draw two cards, then discard two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning Bolt</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><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(3) (U)

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(3) (U)

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div><div><div><div></div><div>Ponder</div><div><div>U</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Rimewood Falls</div><div></div></div></div><div>Snow Land -- Forest Island</div><div>({T}): Add {G} or {U}.) This land enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div></td></div>	<div><div><div><div><div><div></div><div>Rimewood Falls</div><div></div></div></div><div>Snow Land -- Forest Island</div><div>({T}): Add {G} or {U}.) This land enters tapped.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div>	<div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div>	<div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>
<div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Snow-Covered Forest</div><div></div></div></div><div>Basic Snow Land -- Forest</div><div>({T}): Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Snow-Covered Island</div><div></div></div></div><div>Basic Snow Land -- Island</div><div>({T}): Add {U}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div></td></div>	<div><div><div><div><div><div></div><div>Skred</div><div><div>R</div></div></div></div><div>Instant</div><div>Skred deals damage to target creature equal to the number of snow permanents you control.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Snow-Covered Forest</div><div></div></div></div><div>Basic Snow Land -- Forest</div><div>({T}): Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Snow-Covered Island</div><div></div></div></div><div>Basic Snow Land -- Island</div><div>({T}): Add {U}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div>	<div><div><div><div><div><div></div><div>Snow-Covered Forest</div><div></div></div></div><div>Basic Snow Land -- Forest</div><div>({T}): Add {G}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div>Snow-Covered Island</div><div></div></div></div><div>Basic Snow Land -- Island</div><div>({T}): Add {U}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div>	<div><div><div><div><div><div></div><div>Snow-Covered Island</div><div></div></div></div><div>Basic Snow Land -- Island</div><div>({T}): Add {U}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>

<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 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 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 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 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 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 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>

Basic Snow Land -- Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(6) (U)

Creature -- Serpent

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥ ⑦

Creature -- Serpent

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥ ⑦

Creature -- Serpent

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(6) (U)

Creature -- Serpent

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow Land -- Island Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volatile Fjord

Snow Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volatile Fjord

Snow Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Volatile Fjord

Snow Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

① R

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①R

Sorcery

Devoid (This card has no color.)
Fanged Flames deals 4 damage to
target creature or planeswalker. If
that creature or planeswalker would
die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Creature -- Ape Shaman

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

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

1/1

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

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.

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

①

```
{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 9/10 - 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>Relic of Progenitus1</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {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>Weather the Storm16</div> <div>Instant</div> <div> You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Weather the Storm16</div> <div>Instant</div> <div> You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	

Playtest cards - serajh - 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