

<div><div><div>Blood Fountain</div><div>B</div></div><div>Artifact</div><div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blood Fountain</div><div>B</div></div><div>Artifact</div><div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blood Fountain</div><div>B</div></div><div>Artifact</div><div>When this artifact enters, create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") {3}{B}, {T}, Sacrifice this artifact: Return up to two target creature cards from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Cleansing Wildfire</div><div>1R</div></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>
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<div><div><div>Great Furnace</div></div><div>Artifact Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ichor Wellspring</div><div>2</div></div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ichor Wellspring</div><div>2</div></div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Ichor Wellspring</div><div>2</div></div><div>Artifact</div><div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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When this artifact enters or is put into a graveyard from the battlefield, draw a card.

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

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{1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target.
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This land enters tapped.
Indestructible
{T}: Add {U} or {B}.

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Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)

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

<div> <div>Myr Enforcer</div> <div>Artifact Creature -- Myr</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Myr Enforcer</div> <div>Artifact Creature -- Myr</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Nihil Spellbomb</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Nihil Spellbomb</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>
<div> <div>Reckoner's Bargain</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. You gain life equal to the sacrificed permanent's mana value. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Reckoner's Bargain</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. You gain life equal to the sacrificed permanent's mana value. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Reckoner's Bargain</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature. You gain life equal to the sacrificed permanent's mana value. Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>	<div> <div>Refurbished Familiar</div> <div>Artifact Creature -- Zombie Rat</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>

Playtest cards - Luminani - 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 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Seat of the Synod</div></div><div>Artifact Land</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Seat of the Synod</div></div><div>Artifact Land</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Silverbluff Bridge</div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Silverbluff Bridge</div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Silverbluff Bridge</div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Silverbluff Bridge <hr/> Artifact Land <hr/> This land enters tapped. Indestructible {T}: Add {U} or {R}.	Sneaky Snacker (U)(B) <hr/> Creature -- Faerie Rogue <hr/> Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. <div>2/1</div>	Sneaky Snacker (U)(B) <hr/> Creature -- Faerie Rogue <hr/> Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. <div>2/1</div>	Sneaky Snacker (U)(B) <hr/> Creature -- Faerie Rogue <hr/> Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped. <div>2/1</div>
Swamp <hr/> Basic Land -- Swamp <hr/> ({T}: Add {B}.)	Thoughtcast (4)(U) <hr/> Sorcery <hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Draw two cards.	Thoughtcast (4)(U) <hr/> Sorcery <hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Draw two cards.	Thoughtcast (4)(U) <hr/> Sorcery <hr/> Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Draw two cards.

<div><div>Thoughtcast</div><div><div>4</div><div>U</div></div></div> <div>Sorcery</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Draw two cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vault of Whispers</div><div></div></div> <div>Artifact Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vault of Whispers</div><div></div></div> <div>Artifact Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Vault of Whispers</div><div></div></div> <div>Artifact Land</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Blue Elemental Blast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blue Elemental Blast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Blue Elemental Blast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Cast into the Fire</div><div><div>1</div><div>R</div></div></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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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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.

<div><div>Red Elemental Blast</div><div><div>R</div></div></div> <div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Red Elemental Blast</div><div><div>R</div></div></div> <div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Turn Aside</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell that targets a permanent you control.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	
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