

<div><div><div>Accumulated Knowledge</div><div>1U</div></div><div>Instant</div><div>Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Accumulated Knowledge</div><div>1U</div></div><div>Instant</div><div>Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Accumulated Knowledge</div><div>1U</div></div><div>Instant</div><div>Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Accumulated Knowledge</div><div>1U</div></div><div>Instant</div><div>Draw a card, then draw cards equal to the number of cards named Accumulated Knowledge in all graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Arcane Denial</div><div>1U</div></div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arcane Denial</div><div>1U</div></div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arcane Denial</div><div>1U</div></div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arcane Denial</div><div>1U</div></div><div>Instant</div><div>Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Bojuka Bog <hr/> Land <hr/> This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.	Brainstorm ^U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.	Brainstorm ^U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.	Brainstorm ^U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.
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Brainstorm ^U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.	Desert <hr/> Land -- Desert <hr/> {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step.	Desert <hr/> Land -- Desert <hr/> {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step.	Fog ^G <hr/> Instant <hr/> Prevent all combat damage that would be dealt this turn.
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

<div><div>Forest</div><div>Basic Land -- Forest</div><div>([T]): Add [G].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>([T]): Add [G].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Frantic Inventory1U</div><div>Instant</div><div>Draw a card, then draw cards equal to the number of cards named Frantic Inventory in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Frantic Inventory1U</div><div>Instant</div><div>Draw a card, then draw cards equal to the number of cards named Frantic Inventory in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>G</div><div>U</div></div><div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>G</div><div>U</div></div><div><div>Growth Spiral</div><div>Instant</div><div>Draw a card. You may put a land card from your hand onto the battlefield.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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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>Lórien Revealed3UU</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>Lórien Revealed3UU</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>
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<div><div>Moment's Peace</div><div><div>1</div><div>6</div></div></div> <div><div>Instant</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Moment's Peace</div><div><div>1</div><div>6</div></div></div> <div><div>Instant</div><div>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.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Quandrix Campus</div></div> <div><div>Land</div><div>This land enters tapped. {T}: Add {G} or {U}. {4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Simic Growth Chamber</div></div> <div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Simic Growth Chamber</div></div> <div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Stream of Thought</div><div><div>U</div></div></div> <div><div>Sorcery</div><div>Target player mills four cards. You shuffle up to four cards from your graveyard into your library. Replicate {2}{U}{U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Stream of Thought</div><div><div>U</div></div></div> <div><div>Sorcery</div><div>Target player mills four cards. You shuffle up to four cards from your graveyard into your library. Replicate {2}{U}{U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Tangle</div><div><div>1</div><div>6</div></div></div> <div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div><div>Tangle</div><div>①⑥</div></div><div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Tangled Islet</div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.) This land enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Thornwood Falls</div></div><div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Thornwood Falls</div></div><div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {G} or {U}.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div><div>Thought Scour</div><div>Ⓢ</div></div><div><div>Instant</div><div>Target player mills two cards. Draw a card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Thought Scour</div><div>Ⓢ</div></div><div><div>Instant</div><div>Target player mills two cards. Draw a card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Thought Scour</div><div>Ⓢ</div></div><div><div>Instant</div><div>Target player mills two cards. Draw a card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Thought Scour</div><div>Ⓢ</div></div><div><div>Instant</div><div>Target player mills two cards. Draw a card.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div> Dispel U </div> <div> Instant </div> <div> Counter target instant spell. [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Faerie Macabre 1B B </div> <div> Creature -- Faerie Rogue </div> <div> Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Faerie Macabre 1B B </div> <div> Creature -- Faerie Rogue </div> <div> Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Fog G </div> <div> Instant </div> <div> Prevent all combat damage that would be dealt this turn. [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Hydroblast U </div> <div> Instant </div> <div> Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Hydroblast U </div> <div> Instant </div> <div> Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Jace's Erasure 1U </div> <div> Enchantment </div> <div> Whenever you draw a card, you may have target player mill a card. [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Jace's Erasure 1U </div> <div> Enchantment </div> <div> Whenever you draw a card, you may have target player mill a card. [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div> <div> Murmuring Mystic <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. <div>[sideboard]</div> <div>1/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Radiant Fountain </div> <div> <div>Land</div> <div> When this land enters, you gain 2 life. {T}: Add {C}. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Return to Nature <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Destroy target artifact. * Destroy target enchantment. * Exile target card from a graveyard. <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	

Playtest cards - wumbowizard - 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