

## Bojuka Bog

Land

This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Breath Weapon

②R

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Captivating Cave

Land - - Cave

```
{T}: 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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## Conduit Pylons

Land - - Desert

When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

{T}: Add {C}.

{1}, {T}: Add one mana of any color.

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## Crop Rotation

**G**

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.

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## Energy Refractor

②

Artifact

When this artifact enters, draw a card.

{2}: Add one mana of any color.

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Artifact

When this artifact enters, draw a card.

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Artifact

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When this artifact enters, draw a
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```

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| <div><div>Energy Refractor</div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{2}: Add one mana of any color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.<br/>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         |
| <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Expedition Map</div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                        | <div><div>Ghostly Flicker</div><div>Instant</div><div>Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ghostly Flicker</div><div>Instant</div><div>Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Impulse</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Impulse</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Impulse</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           | <div><div><div>Impulse</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           |
| <div><div><div>Island</div><div>Basic Land -- Island</div></div><div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            | <div><div><div>Island</div><div>Basic Land -- Island</div></div><div><div>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            | <div><div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <b>Lórien Revealed</b> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <hr/> <div>Sorcery</div> <hr/> <div> <p>Draw three cards.</p> <p>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Mnemonic Wall</b> <div> <div>4</div> <div>U</div> </div> </div> <hr/> <div>Creature -- Wall</div> <hr/> <div> <p>Defender</p> <p>When this creature enters, you may return target instant or sorcery card from your graveyard to your hand.</p> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>       | <div> <b>Mnemonic Wall</b> <div> <div>4</div> <div>U</div> </div> </div> <hr/> <div>Creature -- Wall</div> <hr/> <div> <p>Defender</p> <p>When this creature enters, you may return target instant or sorcery card from your graveyard to your hand.</p> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>       | <div> <b>Molten Tributary</b> </div> <hr/> <div>Land -- Island Mountain</div> <hr/> <div> <p>({T}: Add {U} or {R}.)</p> <p>This land enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                            |
| <div> <b>Moment's Peace</b> <div> <div>1</div> <div>G</div> </div> </div> <hr/> <div>Instant</div> <hr/> <div> <p>Prevent all combat damage that would be dealt this turn.</p> <p>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                   | <div> <b>Moment's Peace</b> <div> <div>1</div> <div>G</div> </div> </div> <hr/> <div>Instant</div> <hr/> <div> <p>Prevent all combat damage that would be dealt this turn.</p> <p>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Moment's Peace</b> <div> <div>1</div> <div>G</div> </div> </div> <hr/> <div>Instant</div> <hr/> <div> <p>Prevent all combat damage that would be dealt this turn.</p> <p>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Mulldrifter</b> <div> <div>4</div> <div>U</div> </div> </div> <hr/> <div>Creature -- Elemental</div> <hr/> <div> <p>Flying</p> <p>When this creature enters, draw two cards.</p> <p>Evoke {2}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## Mulldrifter

④ ⑤

Creature -- Elemental

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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## Mulldrifter

④ ⑤

Creature -- Elemental

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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## Mulldrifter

④ ⑤

Creature -- Elemental

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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## Murmuring Mystic

③ ④

Creature -- Human Wizard

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

1/5

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## Mystical Teachings

③ ④

Instant

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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## Mystical Teachings

(3) (U)

Instant

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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## Mystical Teachings

③ ④

Instant

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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## Prohibit

①②

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)  
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

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## Playtest cards - RClint21 - Pauper (Pauper Challenge 32)

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

## Pulse of Murasa

2 G

Instant

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

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## Pulse of Murasa

2G

Instant

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

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## Remote Isle

Land

This land enters tapped.  
{T}: Add {U}.  
Cycling {2} ({2}, Discard this card:  
Draw a card.)

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## Rimewood Falls

Snow Land -- Forest Island

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

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## Runaway Boulder

⑥

Artifact

Flash  
When this artifact enters, it deals 6 damage to target creature an opponent controls.  
Cycling {2} ({2}, Discard this card: Draw a card.)

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## Stonehorn Dignitary

③ ④

Creature -- Rhino Soldier

When this creature enters, target opponent skips their next combat phase.

1/4

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## Unwind

②③

Instant

Counter target noncreature spell.  
Untap up to three lands.

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## 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.

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Playtest cards - RClint21 - Pauper (Pauper Challenge 32)

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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.

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                         | <div><div>Weather the Storm<div>16</div></div><div>Instant</div><div><div>You gain 3 life.</div><div>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    |
| <div><div>Ancient Grudge<div>1R</div></div><div>Instant</div><div><div>Destroy target artifact.</div><div>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div><div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Blue Elemental Blast<div>U</div></div><div>Instant</div><div><div>Choose one --</div><div>* Counter target red spell.</div><div>* Destroy target red permanent.</div></div><div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Blue Elemental Blast<div>U</div></div><div>Instant</div><div><div>Choose one --</div><div>* Counter target red spell.</div><div>* Destroy target red permanent.</div></div><div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Blue Elemental Blast<div>U</div></div><div>Instant</div><div><div>Choose one --</div><div>* Counter target red spell.</div><div>* Destroy target red permanent.</div></div><div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

② R

Breath Weapon deals 2 damage to each non-Dragon creature.

[sidebar]

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1 B

Destroy target nonlegendary creature.

[sideboard]

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4 U B

When this creature enters, return target permanent to its owner's hand, then that player discards a card.

[sidebar]

4/4

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②③

Counter target creature spell.  
Draw a card.

[sideboard]

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5 G

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

[sidebar]

5/5

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®

Choose one --

- \* Counter target spell if it's blue.
- \* Destroy target permanent if it's blue.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

```
Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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

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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.

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| <div> <div> Rolling Thunder X R R </div> <div> Sorcery </div> <div> Rolling Thunder deals X damage divided as you choose among any number of targets. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Trespasser's Curse 1 B </div> <div> Enchantment -- Aura Curse </div> <div> Enchant player<br/>Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Weather the Storm 1 G </div> <div> Instant </div> <div> You gain 3 life.<br/>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> |  |
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