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| <div><div>Agony Warp</div><div><div>U</div><div>B</div></div></div> <div><div>Instant</div><div>Target creature gets -3/-0 until end of turn.<br/>Target creature gets -0/-3 until end of turn.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Bojuka Bog</div><div></div></div> <div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>  | <div><div>Brainstorm</div><div><div>U</div></div></div> <div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Brainstorm</div><div><div>U</div></div></div> <div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Brainstorm</div><div><div>U</div></div></div> <div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div>Brainstorm</div><div><div>U</div></div></div> <div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cast Down</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                         | <div><div>Cast Down</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                         |

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| <div><div><div>Contaminated Aquifer</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Contaminated Aquifer</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Contaminated Aquifer</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Contaminated Aquifer</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    |

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| <div><div>Deep Analysis</div><div>③①</div></div> <div>Sorcery</div> <div>Target player draws two cards. Flashback--<math>\{1\}\{U\}</math>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Deep Analysis</div><div>③①</div></div> <div>Sorcery</div> <div>Target player draws two cards. Flashback--<math>\{1\}\{U\}</math>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dihada's Ploy</div><div>①①B</div></div> <div>Instant</div> <div>Draw two cards, then discard a card. You gain life equal to the number of cards you've discarded this turn. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dimir Aqueduct</div></div> <div>Land</div> <div>This land enters tapped. When this land enters, return a land you control to its owner's hand. <math>\{T\}</math>: Add <math>\{U\}\{B\}</math>.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Island</div></div> <div>Basic Land -- Island</div> <div><math>\{T\}</math>: Add <math>\{U\}</math>.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                               | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div><math>\{T\}</math>: Add <math>\{U\}</math>.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                               | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div><math>\{T\}</math>: Add <math>\{U\}</math>.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div><math>\{T\}</math>: Add <math>\{U\}</math>.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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 Revealed</div><div>3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed</div><div>3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Lórien Revealed

3 U U

## Sorcery

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

## Lórien Revealed

3 U U

## Sorcery

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

## 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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## Murmuring Mystic

3 U

Creature -- Human Wizard

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

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preordain

U

## Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preordain

U

## Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seething Landscape

Land

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

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## Sneaky Snacker

UB

Creature -- Faerie Rogue

Flying  
When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ixidor29 - 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

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| <b>Sneaky Snacker</b> <span>U</span> <span>B</span><br>Creature -- Faerie Rogue<br>Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sneaky Snacker</b> <span>U</span> <span>B</span><br>Creature -- Faerie Rogue<br>Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sneaky Snacker</b> <span>U</span> <span>B</span><br>Creature -- Faerie Rogue<br>Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Snuff Out</b> <span>3</span> <span>B</span><br>Instant<br>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br>Destroy target nonblack creature. It can't be regenerated.           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Snuff Out</b> <span>3</span> <span>B</span><br>Instant<br>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br>Destroy target nonblack creature. It can't be regenerated.           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Snuff Out</b> <span>3</span> <span>B</span><br>Instant<br>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br>Destroy target nonblack creature. It can't be regenerated.           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Snuff Out</b> <span>3</span> <span>B</span><br>Instant<br>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br>Destroy target nonblack creature. It can't be regenerated.           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spell Pierce</b> <span>U</span><br>Instant<br>Counter target noncreature spell unless its controller pays {2}.           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                             |

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| <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Spellstutter Sprite</div><div><div>1</div><div>U</div></div></div> <div><div>Creature -- Faerie Wizard</div><div>Flash<br/>Flying<br/>When this creature enters, counter target spell with mana value X or less, where X is the number of Faeries you control.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |
| <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div>The Modern Age</div><div><div>1</div><div>U</div></div></div> <div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Modern Age</div><div><div>1</div><div>U</div></div></div> <div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Modern Age</div><div><div>1</div><div>U</div></div></div> <div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>The Modern Age</div><div>①①</div></div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>-----<br/>-- -- BACK FACE -- --</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thorn of the Black Rose</div><div>③③</div></div> <div>Creature -- Human Assassin</div> <div>Deathtouch<br/>When this creature enters, you become the monarch.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thorn of the Black Rose</div><div>③③</div></div> <div>Creature -- Human Assassin</div> <div>Deathtouch<br/>When this creature enters, you become the monarch.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Wither and Bloom</div><div>①③</div></div> <div>Instant</div> <div>Target creature gets -3/-3 until end of turn.<br/>{1}{B}, Exile this card from your graveyard: Put a +1/+1 counter on target creature you control.<br/>Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Annul</div><div>①</div></div> <div>Instant</div> <div>Counter target artifact or enchantment spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                  | <div><div>Arms of Hadar</div><div>③③</div></div> <div>Sorcery</div> <div>Creatures target player controls get -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div><div>Arms of Hadar</div><div>③③</div></div> <div>Sorcery</div> <div>Creatures target player controls get -2/-2 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          | <div><div>Blue Elemental Blast</div><div>①</div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                        |



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| <div> <div>Hydroblast</div> <div>U</div> </div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target spell if it's red.</li> <li>* Destroy target permanent if it's red.</li> </ul> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Moment of Craving</div> <div>1B</div> </div> <div>Instant</div> <div>Target creature gets -2/-2 until end of turn. You gain 2 life.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nihil Spellbomb</div> <div>1</div> </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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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