

UB

Target creature gets -3/-0 until end of turn.

Target creature gets -0/-3 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.

1/3

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

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Draw three cards, then put two cards from your hand on top of your library in any order.

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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 1/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                              |                                                                                                                                                                                                                              |                                                                                                                                                                                                                |                                                                                                                                                                                                                |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Brainstorm</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brainstorm</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</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>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> |

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| <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>Deep Analysis</div><div>Sorcery</div><div>Target player draws two cards.<br/>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><div>Dimir Aqueduct</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/><math>\{T\}</math>: Add <math>\{U\}\{B\}</math>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dispel</div><div>Instant</div><div>Counter target instant spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</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> |

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## 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.)

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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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## 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.)

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## 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

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Playtest cards - barff - 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;

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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>2/1<br>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>2/1<br>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>2/1<br>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.<br>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.<br>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.<br>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.<br>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}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                             |

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| <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><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><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><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><div><div>Suffocating Fumes</div><div><div>2</div><div>B</div></div></div><div><div>Instant</div><div>Creatures your opponents control get -1/-1 until end of turn.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div>                                                            | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></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>-----<br/>- - - BACK FACE - - -</div><div><div>Vector Glider</div><div>Enchantment Creature -- Spirit</div><div>Flying</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></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>-----<br/>- - - BACK FACE - - -</div><div><div>Vector Glider</div><div>Enchantment Creature -- Spirit</div><div>Flying</div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> |

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| <div><div>Annul</div><div>①</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><div>Annul</div><div>①</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><div>Arms of Hadar</div><div>③③</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><div>Blue Elemental Blast</div><div>①</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></div> |



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| <div> <div>Nihil Spellbomb</div> <div>1</div> </div> <div>Artifact</div> <div> <p>{T}, Sacrifice this artifact: Exile target player's graveyard.</p> <p>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Okiba-Gang Shinobi</div> <div>3B B</div> </div> <div>Creature -- Rat Ninja</div> <div> <p>Ninjutsu {3}{B} ({3}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.)</p> <p>Whenever this creature deals combat damage to a player, that player discards two cards.</p> <p>[sideboard]</p> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Steel Sabotage</div> <div>U</div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target artifact spell.</li> <li>* Return target artifact to its owner's hand.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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