

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 2 R 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crop Rotation 6 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dinrova Horror 4 U B Creature -- Horror When this creature enters, return target permanent to its owner's hand, then that player discards a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Energy Refractor 2 Artifact When this artifact enters, draw a card. {2}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Energy Refractor 2 Artifact When this artifact enters, draw a card. {2}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Hampuse1 - 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 1/10 - 8 cards - 2.5 x 3.5 in each

Ephemerate W Instant Exile target creature you control, then return it to the battlefield under its owner's control. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Expedition Map 1 Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostly Flicker 2U Instant Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostly Flicker 2U Instant Exile two target artifacts, creatures, and/or lands you control, then return those cards to the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heritage Reclamation 1G Instant Choose one -- * Destroy target artifact. * Destroy target enchantment. * Exile up to one target card from a graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impulse Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed 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 PLAYbotbox.dev	Lórien Revealed 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 PLAYbotbox.dev

Mnemonic Wall (4)(U) Creature -- Wall Defender When this creature enters, you may return target instant or sorcery card from your graveyard to your hand. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mnemonic Wall (4)(U) Creature -- Wall Defender When this creature enters, you may return target instant or sorcery card from your graveyard to your hand. 0/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Molten Tributary Land -- Island Mountain ({T}: Add {U} or {R}.) This land enters tapped. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment's Peace (1)(G) Instant 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Moment's Peace (1)(G) Instant 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment's Peace (1)(G) Instant 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mulldrifter (4)(U) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mulldrifter (4)(U) 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prophetic Prism 2 Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pulse of Murasa 26 Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pulse of Murasa 26 Instant Return target creature or land card from a graveyard to its owner's hand. You gain 6 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remote Isle Land This land enters tapped. {T}: Add {U}. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Rimewood Falls Snow Land -- Forest Island {T}: Add {G} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stonehorn Dignitary 3W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unwind 2U Instant Counter target noncreature spell. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

Urza's Tower

Land - - Urza's Tower

{T}: Add **{C}**. If you control an Urza's Mine and an Urza's Power-Plant, add **{C}{C}{C}** instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Urza's Tower

Land - - Urza's Tower

{T}: Add **{C}**. If you control an Urza's Mine and an Urza's Power-Plant, add **{C}{C}{C}** instead.

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Urza's Tower

Land -- Urza's Tower

{T}: Add **{C}**. If you control an Urza's Mine and an Urza's Power-Plant, add **{C}{C}{C}** instead.

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Weather the Storm

①⑥

Instant

You gain 3 life.
Storm (When you cast this spell,
copy it for each spell cast before
it this turn.)

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① R

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②R

Instant

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Instant

Counter target creature spell.
Draw a card.

[sidebar]

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Creature -- Ape Shaman

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{X}{X}{1}: Destroy target  
noncreature artifact with mana value  
X.
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[sideboard]

1/1

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Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stonehorn Dignitary 3 W Creature -- Rhino Soldier When this creature enters, target opponent skips their next combat phase. [sideboard] 1/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ulamog's Crusher 8 Creature -- Eldrazi Annihilator 2 (Whenever this creature attacks, defending player sacrifices two permanents of their choice.) This creature attacks each combat if able. [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Weather the Storm 1 6 Instant You gain 3 life. Storm (When you cast this spell, copy it for each spell cast before it this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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