

Dinrova Horror ④①② 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	Dispel ① Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Rejuvenator ②③ Creature -- Elf Druid When this creature enters, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Rejuvenator ②③ Creature -- Elf Druid When this creature enters, look at the top five cards of your library. You may put a land card from among them onto the battlefield tapped. Put the rest on the bottom of your library in a random order. 1/1 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

Forbidden Alchemy 2 U Instant Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. Flashback {6}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forbidden Alchemy 2 U Instant Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. Flashback {6}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghostly Flicker 2 U 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 2 U 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
Impulse 1 U 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 PLAY botbox.dev	Impulse 1 U 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 PLAY botbox.dev	Impulse 1 U 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 PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Lapse1U Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mnemonic Wall4U 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 PLAYbotbox.dev	Mnemonic Wall4U 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 PLAYbotbox.dev
Mnemonic Wall4U 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 PLAYbotbox.dev	Moment's Peace1G 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace1G 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace1G 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Land

This land enters tapped.
When this land enters, you may put
target creature card from your
graveyard on top of your library.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④⑤

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④⑤

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

④⑤

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact

```
When this artifact enters, draw a
card.
{1}, {T}: Add one mana of any color.
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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	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	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	Quicksand Land {T}: Add {C}. {T}, Sacrifice this land: Target attacking creature without flying gets -1/-2 until end of turn. 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	Shimmering Grotto Land {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Shimmering Grotto

Land

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{T}: Add {C}.
{1}, {T}: Add one mana of any color.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shimmering Grotto

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Signet

②

Artifact

 $\{1\}, \{T\}$: Add $\{G\}\{U\}$.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Signet

②

Artifact

 $\{1\}, \{T\}: \text{Add } \{G\}\{U\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Signet

②

Artifact

 $\{1\}, \{T\}: \text{Add } \{G\}\{U\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Signet

②

Artifact

 $\{1\}, \{T\}: \text{Add } \{G\}\{U\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornwood Falls

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornwood Falls

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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	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
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 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 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.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

① W

Enchantment

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{1}: The next time a blue source of
your choice would deal damage to you
this turn, prevent that damage.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchantment

```
{1}: The next time a blue source of
your choice would deal damage to you
this turn, prevent that damage.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - kungfutrees - 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 8/10 - 8 cards - 2.5 x 3.5 in each

Electrickery R Instant Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast U Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Moment's Peace 1G 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 PLAY botbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serrated Arrows 4 Artifact This artifact enters with three arrowhead counters on it. At the beginning of your upkeep, if there are no arrowhead counters on this artifact, sacrifice it. {T}, Remove an arrowhead counter from this artifact: Put a -1/-1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serrated Arrows 4 Artifact This artifact enters with three arrowhead counters on it. At the beginning of your upkeep, if there are no arrowhead counters on this artifact, sacrifice it. {T}, Remove an arrowhead counter from this artifact: Put a -1/-1 counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wretched Gryff 7 Creature -- Eldrazi Hippogriff Emerge {5}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, draw a card. Flying [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wretched Gryff 7 Creature -- Eldrazi Hippogriff Emerge {5}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, draw a card. Flying [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wretched Gryff 7 Creature -- Eldrazi Hippogriff Emerge {5}{U} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.) When you cast this spell, draw a card. Flying [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	