Alpine Meadow

Snow Land -- Mountain Plains

({T}: Add {R} or {W}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpine Meadow

Snow Land -- Mountain Plains

({T}: Add {R} or {W}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpine Meadow

Snow Land -- Mountain Plains

({T}: Add {R} or {W}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Alpine Meadow

Snow Land -- Mountain Plains

({T}: Add {R} or {W}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Apostle's Blessing {1}{WP}

Instant

({W/P} can be paid with either {W} or 2 life.)
Target artifact or creature you control gains protection from artifacts or from the color of your choice until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aurora Eidolon {3}{W}

Creature -- Spirit

{W}, Sacrifice this creature: Prevent the next 3 damage that would be dealt to any target this turn. Whenever you cast a multicolored spell, you may return this card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aurora Eidolon {3}{W}

Creature -- Spirit

{W}, Sacrifice this creature: Prevent the next 3 damage that would be dealt to any target this turn. Whenever you cast a multicolored spell, you may return this card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aurora Eidolon {3}{W}

Creature -- Spirit

{W}, Sacrifice this creature: Prevent the next 3 damage that would be dealt to any target this turn. Whenever you cast a multicolored spell, you may return this card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jalaxed - Inside Out Combo ($1K Pauper - SCG CON Los Angeles - Saturday - sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

Aurora Eidolon {3}{W}

Creature -- Spirit

{W}, Sacrifice this creature: Prevent the next 3 damage that would be dealt to any target this turn.
Whenever you cast a multicolored spell, you may return this card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Garrison

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Garrison

Land

This land enters tapped.
When this land enters, return a land you control to its owner's hand.
{T}: Add {R}{W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Inquiry {R}

Sorcery

Each player draws three cards, then discards three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Inquiry {R}

Sorcery

Each player draws three cards, then discards three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Inquiry {R}

Sorcery

Each player draws three cards, then discards three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burning Inquiry {R}

Sorcery

Each player draws three cards, then discards three cards at random.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Escape Tunnel

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.
{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fling {1}{R}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fling {1}{R}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Fling deals damage equal to the sacrificed creature's power to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Highland Forest

Snow Land -- Mountain Forest

({T}: Add {R} or {G}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inside Out {1}{U/R}

Instant

Switch target creature's power and toughness until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inside Out {1}{U/R}

Instant

Switch target creature's power and toughness until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inside Out {1}{U/R}

Instant

Switch target creature's power and toughness until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inside Out {1}{U/R}

Instant

Switch target creature's power and toughness until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt (R)

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magmakin Artillerist (2)(R)

Creature -- Elemental Pirate

Whenever you discard one or more cards, this creature deals that much damage to each opponent.
Cycling {1}{R} ({1}{R}, Discard this card: Draw a card.)
When you cycle this card, it deals 1 damage to each opponent.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pursue the Past (R)(W)

Sorcery

You gain 2 life. You may discard a card. If you do, draw two cards. Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pursue the Past (R)(W)

Sorcery

You gain 2 life. You may discard a card. If you do, draw two cards. Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pursue the Past (R)(W)

Sorcery

You gain 2 life. You may discard a card. If you do, draw two cards. Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jalaxed - Inside Out Combo ($1K Pauper - SCG CON Los Angeles - Saturday - sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

Pursue the Past {R}{W}

Sorcery

You gain 2 life. You may discard a card. If you do, draw two cards. Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstorm Eidolon {3}{R}

Creature -- Spirit

{R}, Sacrifice this creature: Target creature can't block this turn. Whenever you cast a multicolored spell, you may return this card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sandstorm Eidolon {3}{R}

Creature -- Spirit

{R}, Sacrifice this creature: Target creature can't block this turn. Whenever you cast a multicolored spell, you may return this card from your graveyard to your hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skred {R}

Instant

Skred deals damage to target creature equal to the number of snow permanents you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skred {R}

Instant

Skred deals damage to target creature equal to the number of snow permanents you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skred {R}

Instant

Skred deals damage to target creature equal to the number of snow permanents you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skred {R}

Instant

Skred deals damage to target creature equal to the number of snow permanents you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sneaky Snacker {U}{B}

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

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.

Sneaky Snacker (U)(B)

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

Sneaky Snacker (U)(B)

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

Sneaky Snacker (U)(B)

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

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Jalaxed - Inside Out Combo ($1K Pauper - SCG CON Los Angeles - Saturday - sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Plains

Basic Snow Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrilling Discovery (R)(W)

Sorcery

You gain 2 life. Then you may discard two cards. If you do, draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrilling Discovery (R)(W)

Sorcery

You gain 2 life. Then you may discard two cards. If you do, draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrilling Discovery (R)(W)

Sorcery

You gain 2 life. Then you may discard two cards. If you do, draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thrilling Discovery (R)(W)

Sorcery

You gain 2 life. Then you may discard two cards. If you do, draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Tireless Tribe (W)

Creature -- Human Nomad

Discard a card: This creature gets +0/+4 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tireless Tribe (W)

Creature -- Human Nomad

Discard a card: This creature gets +0/+4 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tireless Tribe (W)

Creature -- Human Nomad

Discard a card: This creature gets +0/+4 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tireless Tribe (W)

Creature -- Human Nomad

Discard a card: This creature gets +0/+4 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon (2)(R)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breath Weapon (2)(R)

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confessor (W)

Creature -- Human Cleric

Whenever a player discards a card, you may gain 1 life.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confessor (W)

Creature -- Human Cleric

Whenever a player discards a card, you may gain 1 life.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Confessor (W)

Creature -- Human Cleric

Whenever a player discards a card, you may gain 1 life.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Confessor (W)

Creature -- Human Cleric

Whenever a player discards a card, you may gain 1 life.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider Manifestation (1)(R/G)

Creature -- Spider Avatar

Reach
{T}: Add {R} or {G}.
Whenever you cast a spell with mana value 4 or greater, untap this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider Manifestation (1)(R/G)

Creature -- Spider Avatar

Reach
{T}: Add {R} or {G}.
Whenever you cast a spell with mana value 4 or greater, untap this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider Manifestation (1)(R/G)

Creature -- Spider Avatar

Reach
{T}: Add {R} or {G}.
Whenever you cast a spell with mana value 4 or greater, untap this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Mascot (R)(W)

Creature -- Spirit Ox

Whenever one or more cards leave your graveyard, put a +1/+1 counter on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Mascot (R)(W)

Creature -- Spirit Ox

Whenever one or more cards leave your graveyard, put a +1/+1 counter on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirit Mascot (R)(W)

Creature -- Spirit Ox

Whenever one or more cards leave your graveyard, put a +1/+1 counter on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Spirit Mascot (R)(W)

Creature -- Spirit Ox

Whenever one or more cards leave your graveyard, put a +1/+1 counter on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm (1)(G)

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 PLAY botbox.dev

Weather the Storm (1)(G)

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 PLAY botbox.dev

Playtest cards - Jalaxed - Inside Out Combo ($1K Pauper - SCG CON Los Angeles - Saturday - sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.