Arcbound Mouser {W}

Artifact Creature -- Cat

Lifelink
Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcbound Prototype {1}{W}

Artifact Creature -- Assembly-Worker

Modular 2 (This creature enters with two +1/+1 counters on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcbound Prototype {1}{W}

Artifact Creature -- Assembly-Worker

Modular 2 (This creature enters with two +1/+1 counters on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bushwhack {G}

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChocolateBomber - Pauper (ATL Pauper League - EAV - Week 3) 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.

Cave of Temptation

Land

{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

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{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

Chronicler of Heroes 1GW

Creature -- Centaur Wizard

When this creature enters, draw a card if you control a creature with a +1/+1 counter on it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chronicler of Heroes 1GW

Creature -- Centaur Wizard

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When this creature enters, draw a card if you control a creature with a +1/+1 counter on it.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duskshell Crawler 1G

Creature -- Insect

When this creature enters, put a +1/+1 counter on target creature. Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, put a +1/+1 counter on target creature. Each creature you control with a +1/+1 counter on it has trample. (It can deal excess combat damage to the player or planeswalker it's attacking.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Follow the Lumarets (1)(G)

Sorcery

Infusion -- Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. If you gained life this turn, you may instead reveal two creature and/or land cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Follow the Lumarets (1)(G)

Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChocolateBomber - Pauper (ATL Pauper League - EAV - Week 3) sheet 3/10 - 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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hunger of the Howlpack (G)

Instant

Put a +1/+1 counter on target creature.
Morbid -- Put three +1/+1 counters on that creature instead if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Morbid -- Put three +1/+1 counters on that creature instead if a creature died this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Iron Apprentice (1)

Artifact Creature -- Construct

This creature enters with a +1/+1 counter on it.
When this creature dies, if it had counters on it, put those counters on target creature you control.

0/0

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChocolateBomber - Pauper (ATL Pauper League - EAV - Week 3) sheet 5/10 - 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Recommission {1}{W}

Sorcery

Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChocolateBomber - Pauper (ATL Pauper League - EAV - Week 3) 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.

Recommission {1}{W}

Sorcery

Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Smell Fear {1}{G}

Sorcery

Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
Target creature you control fights up to one target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)
Target creature you control fights up to one target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

Instant

Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil {G}

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Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

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Test of Faith {1}{W}

Instant

Prevent the next 3 damage that would be dealt to target creature this turn. For each 1 damage prevented this way, put a +1/+1 counter on that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Test of Faith {1}{W}

Instant

Prevent the next 3 damage that would be dealt to target creature this turn. For each 1 damage prevented this way, put a +1/+1 counter on that creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Travel Preparations {1}{G}

Sorcery

Put a +1/+1 counter on each of up to two target creatures.
Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Travel Preparations {1}{G}

Sorcery

Put a +1/+1 counter on each of up to two target creatures.
Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deglamer {1}{G}

Instant

Choose target artifact or enchantment. Its owner shuffles it into their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deglamer {1}{G}

Instant

Choose target artifact or enchantment. Its owner shuffles it into their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gaea's Gift {1}{G}

Instant

Put a +1/+1 counter on target creature you control. It gains reach, trample, hexproof, and indestructible until end of turn. (It can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Homestead Courage {W}

Sorcery

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn.
Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChocolateBomber - Pauper (ATL Pauper League - EAV - Week 3) sheet 8/10 - 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.

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Sorcery

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn.
Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knighted Myr {2}{W}

Artifact Creature -- Myr Knight

{2}{W}: Adapt 1. (If this creature has no +1/+1 counters on it, put a +1/+1 counter on it.)
Whenever one or more +1/+1 counters are put on this creature, it gains double strike until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Myr Knight

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[sideboard]

2/2

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Artifact Creature -- Myr Knight

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Whenever one or more +1/+1 counters are put on this creature, it gains double strike until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Martyr for the Cause {1}{W}

Creature -- Human Soldier

When this creature dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Martyr for the Cause {1}{W}

Creature -- Human Soldier

When this creature dies, proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Test of Faith {1}{W}

Instant

Prevent the next 3 damage that would be dealt to target creature this turn. For each 1 damage prevented this way, put a +1/+1 counter on that creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm {1}{W}

Instant

Choose one --
* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.
* Destroy target enchantment.
* Exile any number of target players' graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ChocolateBomber - Pauper (ATL Pauper League - EAV - Week 3) sheet 9/10 - 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.

Travel Preparations 1G

Sorcery

Put a +1/+1 counter on each of up to two target creatures.
Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Travel Preparations 1G

Sorcery

Put a +1/+1 counter on each of up to two target creatures.
Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Weather the Storm 1G

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 - ChocolateBomber - Pauper (ATL Pauper League - EAV - Week 3) 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.