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| <div><div><div>Abrade</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Abrade</div><div>Instant</div><div>Choose one --<br/>* Abrade deals 3 damage to target creature.<br/>* Destroy target artifact.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     |
| <div><div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bonder's Ornament</div><div>Artifact</div><div>{T}: Add one mana of any color.<br/>{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Boros Garrison</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/>{T}: Add {R}{W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Boros Garrison</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/>{T}: Add {R}{W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div><div>Boros Garrison</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/>{T}: Add {R}{W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div><div>Forgotten Cave</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>Cycling {R} ({R}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Forgotten Cave</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R}.<br/>Cycling {R} ({R}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               |
| <div><div><div>Galvanic Blast</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Galvanic Blast</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Galvanic Blast</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Galvanic Blast</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**Playtest cards - lindoso01 - Pauper (Pauper League)** 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.

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| <div><div><div>Guardian of the Guildpact</div><div>3W</div></div><div>Creature -- Spirit</div><div>Protection from monocolored</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div><div>Guardian of the Guildpact</div><div>3W</div></div><div>Creature -- Spirit</div><div>Protection from monocolored</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div><div>Journey to Nowhere</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Journey to Nowhere</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Kor Skyfisher</div><div>1W</div></div><div>Creature -- Kor Soldier</div><div>Flying<br/>When this creature enters, return a permanent you control to its owner's hand.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kor Skyfisher</div><div>1W</div></div><div>Creature -- Kor Soldier</div><div>Flying<br/>When this creature enters, return a permanent you control to its owner's hand.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Kor Skyfisher</div><div>1W</div></div><div>Creature -- Kor Soldier</div><div>Flying<br/>When this creature enters, return a permanent you control to its owner's hand.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div><div>Kor Skyfisher</div><div>1W</div></div><div>Creature -- Kor Soldier</div><div>Flying<br/>When this creature enters, return a permanent you control to its owner's hand.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            |

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| <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          | <div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>(T): Add R.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            |
| <div><div><div>Palace Sentinels</div><div>3W</div></div><div>Creature -- Human Soldier</div><div>When this creature enters, you become the monarch.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Palace Sentinels</div><div>3W</div></div><div>Creature -- Human Soldier</div><div>When this creature enters, you become the monarch.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Plains</div></div><div>Basic Land -- Plains</div><div>(T): Add W.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div><div>Prismatic Strands</div><div>2W</div></div><div>Instant</div><div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>Flashback--Tap an untapped white creature you control. (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> |

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| <div><div><div>Prismatic Strands</div><div>②W</div></div><div>Instant</div><div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>Flashback--Tap an untapped white creature you control. (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><div>Prophetic Prism</div><div>②</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Prophetic Prism</div><div>②</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Prophetic Prism</div><div>②</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   |
| <div><div><div>Prophetic Prism</div><div>②</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   | <div><div><div>Radiant Fountain</div></div><div>Land</div><div>When this land enters, you gain 2 life.<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><div>Radiant Fountain</div></div><div>Land</div><div>When this land enters, you gain 2 life.<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                       | <div><div><div>Reaping the Graves</div><div>②B</div></div><div>Instant</div><div>Return target creature card from your graveyard to your hand.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Sec1uded Steppe

Land

This land enters tapped.  
{T}: Add {W}.  
Cycling {W} ({W}, Discard this card:  
Draw a card.)

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## Sec1uded Steppe

Land

This land enters tapped.  
{T}: Add {W}.  
Cycling {W} ({W}, Discard this card:  
Draw a card.)

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## Spare Supplies

②

Artifact

This artifact enters tapped.  
When this artifact enters, draw a card.  
{2}, {T}, Sacrifice this artifact:  
Draw a card.

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## Spare Supplies

②

Artifact

This artifact enters tapped.  
When this artifact enters, draw a card.  
{2}, {T}, Sacrifice this artifact:  
Draw a card.

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## Thraben Inspector

W

Creature -- Human Soldier

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thraben Inspector

W

Creature -- Human Soldier

When this creature enters,  
investigate. (Create a Clue token.  
It's an artifact with "{2},  
Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thraben Inspector

W

Creature -- Human Soldier

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Thraben Inspector**

W

Creature -- Human Soldier

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

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| <div>Wind-Scarred Crag</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wind-Scarred Crag</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Wind-Scarred Crag</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                             | <div>Wind-Scarred Crag</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                          |
| <div>Aura Fracture</div> <div>Enchantment</div> <div>Sacrifice a land: Destroy target enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                       | <div>Electrickery</div> <div>Instant</div> <div>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.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Electrickery</div> <div>Instant</div> <div>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.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gorilla Shaman</div> <div>Creature -- Ape Shaman</div> <div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div><div><div><div></div><div><b>Gorilla Shaman</b></div><div><div><div>1</div><div>R</div></div></div></div><div>Creature -- Ape Shaman</div><div><div><div><div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div></div></div><div><div>1/1</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div><div><div><div></div><div><b>Lone Missionary</b></div><div><div><div>1</div><div>W</div></div></div></div><div>Creature -- Kor Monk</div><div><div><div><div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div><div><div><div></div><div><b>Lone Missionary</b></div><div><div><div>1</div><div>W</div></div></div></div><div>Creature -- Kor Monk</div><div><div><div><div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div><div><div><div></div><div><b>Molten Rain</b></div><div><div><div>1</div><div>R</div><div>R</div></div></div></div><div>Sorcery</div><div><div><div><div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div></div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div></td></div></div></div></td></div></div></div></td></div></div></div>                                                                                | <div><div><div><div><div><div></div><div><b>Lone Missionary</b></div><div><div><div>1</div><div>W</div></div></div></div><div>Creature -- Kor Monk</div><div><div><div><div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div><div><div><div></div><div><b>Lone Missionary</b></div><div><div><div>1</div><div>W</div></div></div></div><div>Creature -- Kor Monk</div><div><div><div><div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div><div><div><div></div><div><b>Molten Rain</b></div><div><div><div>1</div><div>R</div><div>R</div></div></div></div><div>Sorcery</div><div><div><div><div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div></div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div></td></div></div></div></td></div></div></div>                                                      | <div><div><div><div><div><div></div><div><b>Lone Missionary</b></div><div><div><div>1</div><div>W</div></div></div></div><div>Creature -- Kor Monk</div><div><div><div><div><div>When this creature enters, you gain 4 life.</div><div>[sideboard]</div></div></div><div><div>2/1</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div><td><div><div><div><div><div><div></div><div><b>Molten Rain</b></div><div><div><div>1</div><div>R</div><div>R</div></div></div></div><div>Sorcery</div><div><div><div><div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div></div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div></td></div></div></div>                    | <div><div><div><div><div><div></div><div><b>Molten Rain</b></div><div><div><div>1</div><div>R</div><div>R</div></div></div></div><div>Sorcery</div><div><div><div><div><div>Destroy target land. If that land was nonbasic, Molten Rain deals 2 damage to the land's controller.</div><div>[sideboard]</div></div></div><div><div></div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div></div></div> |
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| <div> <div>Pyroblast</div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target spell if it's blue.</li> <li>* Destroy target permanent if it's blue.</li> </ul> </div> <div>[sideboard]</div> </div> </div> | <div> <div>Relic of Progenitus</div> <div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> </div> </div> | <div> <div>Standard Bearer</div> <div> <div>Creature -- Human Flagbearer</div> <div> While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able. </div> <div>[sideboard]</div> </div> </div> |  |
| <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                        | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                | <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                              |  |

Playtest cards - lindoso01 - 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 10/10 - 3 cards - 2.5 x 3.5 in each