

<div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ardent Elementalist</div><div>3R</div><div>Creature -- Human Shaman</div><div>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ardent Elementalist</div><div>3R</div><div>Creature -- Human Shaman</div><div>When this creature enters, return target instant or sorcery card from your graveyard to your hand.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cast Down</div><div>1B</div><div>Instant</div><div>Destroy target nonlegendary creature.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cleansing Wildfire</div><div>1R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>1R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>1R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cleansing Wildfire</div><div>1R</div><div>Sorcery</div><div>Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. Draw a card.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Dawnbringer Cleric</div><div><div>1</div><div>W</div></div></div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard.</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dawnbringer Cleric</div><div><div>1</div><div>W</div></div></div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one -- * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard.</div><div><div>1/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drossforge Bridge</div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drossforge Bridge</div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Goliath Paladin (4)(W) Creature -- Giant Knight Vigilance When this creature enters, you take the initiative. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goliath Paladin (4)(W) Creature -- Giant Knight Vigilance When this creature enters, you take the initiative. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goliath Paladin (4)(W) Creature -- Giant Knight Vigilance When this creature enters, you take the initiative. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goliath Paladin (4)(W) Creature -- Giant Knight Vigilance When this creature enters, you take the initiative. 3/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Overseer (2)(W) Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Inspiring Overseer (2)(W) Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Late to Dinner (3)(W) Sorcery Return target creature card from your graveyard to the battlefield. Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Novice Inspector</div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Novice Inspector</div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Palace Sentinels</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>Palace Sentinels</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>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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Plains

Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

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②③

Instant

Prevent all damage that sources of the color of your choice would deal this turn.

Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Instant

Prevent all damage that sources of the color of your choice would deal this turn.

Flashback—Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Instant

Prevent all damage that sources of the color of your choice would deal this turn.

Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

Instant

Prevent all damage that sources of the color of your choice would deal this turn.

Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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3 B

Artifact Creature -- Zombie Rat

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.

2/1

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3 B

Artifact Creature -- Zombie Rat

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)
Flying
When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Refurbished Familiar</div><div><div>3</div><div>B</div></div></div><div>Artifact Creature -- Zombie Rat</div><div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) Flying When this creature enters, each opponent discards a card. For each opponent who can't, you draw a card.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Rustvale Bridge</div></div><div>Artifact Land</div><div>This land enters tapped. Indestructible {T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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BR

Destroy target creature. It can't be regenerated.

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① ② W

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.

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W

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

W

```
When this creature enters,
investigate. (Create a Clue token.
It's an artifact with "{2},
Sacrifice this token: Draw a card.")
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

When this creature enters, choose one --

- * Cure Wounds -- You gain 2 life.
- * Dispel Magic -- Destroy target enchantment.
- * Gentle Repose -- Exile target card from a graveyard.

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

```
When this creature enters, choose
one --
* Cure Wounds -- You gain 2 life.
* Dispel Magic -- Destroy target
enchantment.
* Gentle Repose -- Exile target card
from a graveyard.
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[sideboard]

1/3

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<div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Gorilla Shaman</div><div><div>R</div></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></div>	<div><div>Gorilla Shaman</div><div><div>R</div></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></div>	<div><div>Red Elemental Blast</div><div><div>R</div></div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Red Elemental Blast</div><div><div>R</div></div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Red Elemental Blast R </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target blue spell. * Destroy target blue permanent. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Red Elemental Blast R </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target blue spell. * Destroy target blue permanent. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Thraben Charm 1W </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * 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. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	

Playtest cards - Abisd94 - 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