

Basking Rootwalla (G) Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Rootwalla (G) Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Rootwalla (G) Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basking Rootwalla (G) Creature -- Lizard {1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn. Madness {0} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Battle Screech (2)(W)(W) Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures 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	Battle Screech (2)(W)(W) Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures 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	Battle Screech (2)(W)(W) Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures 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	Battle Screech (2)(W)(W) Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures 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

<div><div>Boros Garrison</div><div>Land</div><div><p>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{W}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Boros Garrison</div><div>Land</div><div><p>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{W}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Citadel Gate</div><div>Land -- Gate</div><div><p>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Citadel Gate</div><div>Land -- Gate</div><div><p>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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Cliffgate <hr/> Land -- Gate <hr/> <p>This land enters tapped. As this land enters, choose a color other than red. {T}: Add {R} or one mana of the chosen color.</p>	Faithless Looting (R) <hr/> Sorcery <hr/> <p>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p>	Faithless Looting (R) <hr/> Sorcery <hr/> <p>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p>	Faithless Looting (R) <hr/> Sorcery <hr/> <p>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p>
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Faithless Looting (R) <hr/> Sorcery <hr/> <p>Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p>	Forest <hr/> Basic Land -- Forest <hr/> <p>{T}: Add {G}.)</p>	Lunarch Veteran (W) <hr/> Creature -- Human Cleric <hr/> <p>Whenever another creature you control enters, you gain 1 life. Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</p> <div>1/1</div> <p>----- BACK FACE -----</p> <hr/> Luminous Phantom <hr/> Creature -- Spirit Cleric <hr/> <p>Flying Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</p> <div>1/1</div>	Lunarch Veteran (W) <hr/> Creature -- Human Cleric <hr/> <p>Whenever another creature you control enters, you gain 1 life. Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</p> <div>1/1</div> <p>----- BACK FACE -----</p> <hr/> Luminous Phantom <hr/> Creature -- Spirit Cleric <hr/> <p>Flying Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</p> <div>1/1</div>
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Playtest cards - LoveCrayons - 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 3/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Lunarch Veteran</div><div>W</div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life. Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div><div>1/1</div><div>----- BACK FACE -----</div><div>Luminous Phantom</div><div>Creature -- Spirit Cleric</div><div>Flying Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lunarch Veteran</div><div>W</div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life. Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div><div>1/1</div><div>----- BACK FACE -----</div><div>Luminous Phantom</div><div>Creature -- Spirit Cleric</div><div>Flying Whenever another creature you control leaves the battlefield, you gain 1 life. If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div><div>1/1</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>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</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>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</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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Prismatic Strands

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine's Informant

① ② W

Creature -- Human Wizard

When this creature enters, it
connives. (Draw a card, then discard
a card. If you discarded a nonland
card, put a +1/+1 counter on this
creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

Raffine's Informant

①②

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When this creature enters, it
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

Raffine's Informant

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Creature -- Human Wizard

When this creature enters, it
connives. (Draw a card, then discard
a card. If you discarded a nonland
card, put a +1/+1 counter on this
creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

Raffine's Informant (1)(W) Creature -- Human Wizard When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rally the Peasants (2)(W) Instant Creatures you control get +2/+0 until end of turn. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rally the Peasants (2)(W) Instant Creatures you control get +2/+0 until end of turn. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Cat (W) Creature -- Cat Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sacred Cat (W) Creature -- Cat Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Cat (W) Creature -- Cat Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Cat (W) Creature -- Cat Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.) <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scrapwork Mutt (2) Artifact Creature -- Dog When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.) <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Scrapwork Mutt</div> <div>Artifact Creature -- Dog</div> <div>When this creature enters, you may discard a card. If you do, draw a card. Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. It gains haste. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sheltering Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sheltering Landscape</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Mountain, Forest, or Plains card, put it onto the battlefield tapped, then shuffle. Cycling {R}{G}{W} ({R}{G}{W}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div>Flying When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Thrilling Discovery</div> <div>Sorcery</div> <div>You gain 2 life. Then you may discard two cards. If you do, draw three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

R **W**

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

R W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Create three 1/1 white Spirit creature tokens with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Create three 1/1 white Spirit creature tokens with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

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 R

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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{X}{X}{1}: Destroy target  
noncreature artifact with mana value  
X.
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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{X}{X}{1}: Destroy target  
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[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

<div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>[sideboard]</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>[sideboard]</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>[sideboard]</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Rally the Peasants</div><div>2W</div></div><div>Instant</div><div>Creatures you control get +2/+0 until end of turn. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Red Elemental Blast</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><div>Red Elemental Blast</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><div>Red Elemental Blast</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> Thraben Charm <div> <div>1</div> <div>W</div> </div> </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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Thraben Charm <div> <div>1</div> <div>W</div> </div> </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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Thraben Charm <div> <div>1</div> <div>W</div> </div> </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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	