

## Basilisk Gate

Land - - Gate

{T}: Add {C}.  
{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.  
Activate only as a sorcery.

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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.)

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② ① ②

## Sorcery

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② ⑤ ⑤

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Sorcery

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Citadel Gate</div> <div>Land -- Gate</div> <div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div>Citadel Gate</div> <div>Land -- Gate</div> <div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div>Citadel Gate</div> <div>Land -- Gate</div> <div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                | <div>Citadel Gate</div> <div>Land -- Gate</div> <div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Gatecreeper Vine16</div> <div>Creature -- Plant</div> <div>Defender<br/>When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gatecreeper Vine16</div> <div>Creature -- Plant</div> <div>Defender<br/>When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Gatecreeper Vine16</div> <div>Creature -- Plant</div> <div>Defender<br/>When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.</div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Kor Skyfisher1W</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>               |

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| <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div> <div>1/1</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Luminous Phantom</div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div></div> | <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div> <div>1/1</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Luminous Phantom</div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div></div> | <div> <div>Lunarch Veteran</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Whenever another creature you control enters, you gain 1 life.</div> <div>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div> </div> <div> <div>1/1</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Luminous Phantom</div> <div> <div>Creature -- Spirit Cleric</div> <div> <div>Flying</div> <div>Whenever another creature you control leaves the battlefield, you gain 1 life.</div> <div>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div></div> | <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                 |

Playtest cards - Yugi\_Muto - Pauper (Pauper Challenge 32)

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

① ② G

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① ⑥

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
As this land enters, choose a color  
other than green.  
{T}: Add {G} or one mana of the  
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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><div>Novice Inspector</div><div>W</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>W</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>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> |
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## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

②③

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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| <div> <b>Raffine's Informant</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Wizard         </div> <div>           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> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>              | <div> <b>Sacred Cat</b> <div> <div>W</div> </div> </div> <div>           Creature -- Cat         </div> <div>           Lifelink<br/>           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> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                         | <div> <b>Sacred Cat</b> <div> <div>W</div> </div> </div> <div>           Creature -- Cat         </div> <div>           Lifelink<br/>           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> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                         | <div> <b>Sacred Cat</b> <div> <div>W</div> </div> </div> <div>           Creature -- Cat         </div> <div>           Lifelink<br/>           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> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                         |
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## Thraben Charm

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.

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## Thraben Inspector

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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## Thraben Inspector

Creature -- Human Soldier

When this creature enters,  
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**Thraben Inspector**

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Coalition Honor Guard (3)(W)

Creature -- Human Flagbearer

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.

[sideboard]

2/4

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## Coalition Honor Guard (3)(W)

Creature -- Human Flagbearer

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.

[sidebar]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Coalition Honor Guard (3)(W)

Creature -- Human Flagbearer

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.

[sidebar]

2/4

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## Dust to Dust

Sorcerv

Exile two target artifacts.

[sidebar]

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|                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                        |                                                                                                                                                                                                                                                                                                                                                                        |
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| <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                 | <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                       | <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                       | <b>Gorilla Shaman</b> (R)<br><hr/> Creature -- Ape Shaman<br><hr/> {X}{X}{1}: Destroy target noncreature artifact with mana value X.<br><br>[sideboard] <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                       |
| <b>Gorilla Shaman</b> (R)<br><hr/> Creature -- Ape Shaman<br><hr/> {X}{X}{1}: Destroy target noncreature artifact with mana value X.<br><br>[sideboard] <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Journey to Nowhere</b> (1)(W)<br><hr/> Enchantment<br><hr/> 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.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Journey to Nowhere</b> (1)(W)<br><hr/> Enchantment<br><hr/> 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.<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Prismatic Strands</b> (2)(W)<br><hr/> Instant<br><hr/> 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.)<br><br>[sideboard] <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - Yugi\_Muto - Pauper (Pauper Challenge 32)

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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 9/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                               |                                                                                                                                                                                                                               |                                                                                                                                                                                                                               |  |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div><div>Revoke Existence</div><div><div>1</div><div>W</div></div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Revoke Existence</div><div><div>1</div><div>W</div></div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Revoke Existence</div><div><div>1</div><div>W</div></div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
|                                                                                                                                                                                                                               |                                                                                                                                                                                                                               |                                                                                                                                                                                                                               |  |

Playtest cards - Yugi\_Muto - Pauper (Pauper Challenge 32)

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