

Basilisk Gate Land -- Gate </
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Citadel Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Citadel Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Citadel Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Citadel Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gatecreeper Vine16 Creature -- Plant Defender 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. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gatecreeper Vine16 Creature -- Plant Defender 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. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere1W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kor Skyfisher1W Creature -- Kor Soldier Flying When this creature enters, return a permanent you control to its owner's hand. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Playtest cards - _against_ - 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

Malevolent Rumble 1 6 Sorcery 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}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Rumble 1 6 Sorcery 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}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Rumble 1 6 Sorcery 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}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manor Gate Land -- Gate This land enters tapped. As this land enters, choose a color other than green. {T}: Add {G} or one mana of the chosen color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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

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.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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.

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.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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```

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

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.
```

[sidebar]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dawnbringer Cleric 1 W Creature -- Human Cleric 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. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flaring Pain 1 R Instant Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere 1 W Enchantment When this enchantment enters, exile target creature. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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