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| <div> <div>Basking Rootwalla</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Lizard</div> <div> <div>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.</div> <div>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> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Basking Rootwalla</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Lizard</div> <div> <div>{1}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.</div> <div>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> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Bloodstained Mire</div> <div> <div> <div></div> </div> </div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                          | <div> <div>Bloodstained Mire</div> <div> <div> <div></div> </div> </div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                          |
| <div> <div>Call of the Herd</div> <div> <div> <div>2</div> <div>6</div> </div> </div> </div> <div> <div>Sorcery</div> <div> <div>Create a 3/3 green Elephant creature token.</div> <div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                     | <div> <div>Call of the Herd</div> <div> <div> <div>2</div> <div>6</div> </div> </div> </div> <div> <div>Sorcery</div> <div> <div>Create a 3/3 green Elephant creature token.</div> <div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                     | <div> <div>Call of the Herd</div> <div> <div> <div>2</div> <div>6</div> </div> </div> </div> <div> <div>Sorcery</div> <div> <div>Create a 3/3 green Elephant creature token.</div> <div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Call of the Herd</div> <div> <div> <div>2</div> <div>6</div> </div> </div> </div> <div> <div>Sorcery</div> <div> <div>Create a 3/3 green Elephant creature token.</div> <div>Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>Cursed Scroll</div> <div>①</div> </div> <div>Artifact</div> <div>{3}, {T}: Choose a card name, then reveal a card at random from your hand. If that card has the chosen name, this artifact deals 2 damage to any target.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Forest</div> <div></div> </div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         | <div> <div>Forest</div> <div></div> </div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         | <div> <div>Forest</div> <div></div> </div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                         |
| <div> <div>Grim Lavamancer</div> <div>Ⓜ</div> </div> <div>Creature -- Human Wizard</div> <div>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div> <div>Grim Lavamancer</div> <div>Ⓜ</div> </div> <div>Creature -- Human Wizard</div> <div>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Grim Lavamancer</div> <div>Ⓜ</div> </div> <div>Creature -- Human Wizard</div> <div>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Grim Lavamancer</div> <div>Ⓜ</div> </div> <div>Creature -- Human Wizard</div> <div>{R}, {T}, Exile two cards from your graveyard: This creature deals 2 damage to any target.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Incinerate</div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div></div><div><div>1</div><div>R</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Incinerate</div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div></div><div><div>1</div><div>R</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Incinerate</div><div>Instant</div><div>Incinerate deals 3 damage to any target. A creature dealt damage this way can't be regenerated this turn.</div></div><div><div>1</div><div>R</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Jackal Pup</div><div>Creature -- Jackal</div><div>Whenever this creature is dealt damage, it deals that much damage to you.</div></div><div><div>R</div></div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Jackal Pup</div><div>Creature -- Jackal</div><div>Whenever this creature is dealt damage, it deals that much damage to you.</div></div><div><div>R</div></div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div><div>Jackal Pup</div><div>Creature -- Jackal</div><div>Whenever this creature is dealt damage, it deals that much damage to you.</div></div><div><div>R</div></div></div> <div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                   | <div><div><div>Karplusan Forest</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {R} or {G}. This land deals 1 damage to you.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                |

## Karpłusan Forest

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karplusan Forest

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. This land deals  
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Bolt

®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Bolt

®

Instant

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Bolt

®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lightning Bolt

®

Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mogg Fanatic

®

Creature -- Goblin

Sacrifice this creature: It deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Mogg Fanatic**

®

Creature -- Goblin

Sacrifice this creature: It deals 1 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - ShadowLoom - Unknown format (Contraption League)** sheet 5/10 - 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.

① ② G

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}: Exile the bottom card of target player's graveyard.

{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.

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**G**

Enchant creature  
Enchanted creature gets +2/+0 and  
has trample.  
When this Aura is put into a  
graveyard from the battlefield,  
return it to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Sacrifice this enchantment: It deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Sacrifice this enchantment: It deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sacrifice this enchantment: It deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Sylvan Library</div><div><div>1</div><div>6</div></div></div> <div>Enchantment</div> <div>At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Treetop Village</div><div><div>1</div><div>6</div></div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Treetop Village</div><div><div>1</div><div>6</div></div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Treetop Village</div><div><div>1</div><div>6</div></div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {G}.<br/>{1}{G}: This land becomes a 3/3 green Ape creature with trample until end of turn. It's still a land. (It can deal excess combat damage to the player or planeswalker it's attacking.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Wild Mongrel</div><div><div>1</div><div>6</div></div></div> <div>Creature -- Dog</div> <div>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div><div>Wild Mongrel</div><div><div>1</div><div>6</div></div></div> <div>Creature -- Dog</div> <div>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               | <div><div>Wild Mongrel</div><div><div>1</div><div>6</div></div></div> <div>Creature -- Dog</div> <div>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               | <div><div>Wild Mongrel</div><div><div>1</div><div>6</div></div></div> <div>Creature -- Dog</div> <div>Discard a card: This creature gets +1/+1 and becomes the color of your choice until end of turn.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                               |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Crumble</div> <div>Instant</div> <div>Destroy target artifact. It can't be regenerated. That artifact's controller gains life equal to its mana value.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div>Naturalize</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                         | <div>Pyroclasm</div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div>Ravenous Baloth</div> <div>Creature -- Beast</div> <div>Sacrifice a Beast: You gain 4 life.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                               |

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| <div><div><div>Ravenous Baloth</div><div><div>2</div><div>G</div><div>G</div></div></div><div><div>Creature -- Beast</div><div>Sacrifice a Beast: You gain 4 life.</div><div>[sideboard]</div><div><div>4/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Red Elemental Blast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Red Elemental Blast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                   | <div><div><div>Red Elemental Blast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Red Elemental Blast</div><div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>        | <div><div><div>Simoon</div><div><div>R</div><div>G</div></div></div><div><div>Instant</div><div>Simoon deals 1 damage to each creature target opponent controls.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                     | <div><div><div>Sulfuric Vortex</div><div><div>1</div><div>R</div><div>R</div></div></div><div><div>Enchantment</div><div>At the beginning of each player's upkeep, this enchantment deals 2 damage to that player.<br/>If a player would gain life, that player gains no life instead.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Tormod's Crypt</div><div><div>0</div></div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                          |

## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

**G**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

**G**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev