

## Ancient Den

Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Bojuka Bog

Land

This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

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## Boros Garrison

Land

This land enters tapped.  
When this land enters, return a land  
you control to its owner's hand.  
{T}: Add {R}{W}.

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**Boros Garrison**

Land

This land enters tapped.  
When this land enters, return a land  
you control to its owner's hand.  
{T}: Add {R}{W}.

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## 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.

1/3

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## Dawnbringer Cleric

① ② W

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* Gentle Repose -- Exile target card
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1/3

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| <div><div>Experimental Synthesizer (R)</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Experimental Synthesizer (R)</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Experimental Synthesizer (R)</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Experimental Synthesizer (R)</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              |

**Playtest cards - Huskyman20035 - Pauper (Pauper League)** sheet 3/10 - 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.

## 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.

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## 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.

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## Kor Skyfisher

① ② W

Creature -- Kor Soldier

Flying  
When this creature enters, return a permanent you control to its owner's hand.

2/3

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**Kor Skyfisher**

①②

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 PLAY botbox.dev

## Kor Skyfisher

① ② W

Creature -- Kor Soldier

Flying  
When this creature enters, return a permanent you control to its owner's hand.

2/3

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## Kor Skyfisher

① W

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 PLAY botbox.dev

## Lembas

②

Artifact -- Food

When this artifact enters, scry 1, then draw a card.  
{2}, {T}, Sacrifice this artifact: You gain 3 life.  
When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.

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## Lembas

②

Artifact -- Food

When this artifact enters, scry 1, then draw a card.  
{2}, {T}, Sacrifice this artifact: You gain 3 life.  
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| <div><div>Lembas2</div><div>Artifact -- Food</div><div>When this artifact enters, scry 1, then draw a card.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br/>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lembas2</div><div>Artifact -- Food</div><div>When this artifact enters, scry 1, then draw a card.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br/>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning BoltR</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning BoltR</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Lightning BoltR</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div>Lightning BoltR</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</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>                        |

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| <div>Mountain</div> <div>Basic Land -- Mountain</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                  | <div>Prismatic Strands</div> <div>Instant</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Prismatic Strands</div><div><div>2</div><div>W</div></div></div><div><div>Instant</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Radiant Fountain</div><div></div></div><div><div>Land</div><div>When this land enters, you gain 2 life.<br/>{T}: Add {C}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                             | <div><div><div>Rustvale Bridge</div><div></div></div><div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                              | <div><div><div>Rustvale Bridge</div><div></div></div><div><div>Artifact Land</div><div>This land enters tapped.<br/>Indestructible<br/>{T}: Add {R} or {W}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                              |
| <div><div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                        | <div><div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Thraben Inspector</div><div><div>W</div></div></div><div><div>Creature -- Human Soldier</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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>1/2</div></div></div> | <div><div><div>Thraben Inspector</div><div><div>W</div></div></div><div><div>Creature -- Human Soldier</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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div><div><div>1/2</div></div></div> |

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| <div><div>Thraben Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Soldier</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thraben Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Soldier</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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wind-Scarred Crag</div></div> <div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wind-Scarred Crag</div></div> <div><div>Land</div><div>This land enters tapped. When this land enters, you gain 1 life. {T}: Add {R} or {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Destroy Evil</div><div><div>1W</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Destroy Evil</div><div><div>1W</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Destroy target creature with toughness 4 or greater.<br/>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div>Dust to Dust</div><div><div>1WW</div></div></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>1WW</div></div></div> <div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |

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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>Navigator's Compass</div><div><div>1</div></div><div>Artifact</div><div>When this artifact enters, you gain 3 life.<br/>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Navigator's Compass</div><div><div>1</div></div><div>Artifact</div><div>When this artifact enters, you gain 3 life.<br/>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Navigator's Compass</div><div><div>1</div></div><div>Artifact</div><div>When this artifact enters, you gain 3 life.<br/>{T}: Until end of turn, target land you control becomes the basic land type of your choice in addition to its other types.</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 --<br/>* Counter target blue spell.<br/>* 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 --<br/>* Counter target blue spell.<br/>* 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 --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         |

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| <div> <div>Red Elemental Blast</div> <div>R</div> </div> <div>Instant</div> <div>Choose one --</div> <div> <div>* Counter target blue spell.</div> <div>* Destroy target blue permanent.</div> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Relic of Progenitus</div> <div>1</div> </div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.</div> <div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Relic of Progenitus</div> <div>1</div> </div> <div>Artifact</div> <div>{T}: Target player exiles a card from their graveyard.</div> <div>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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Playtest cards - Huskyman20035 - Pauper (Pauper League)

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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 10/10 - 3 cards - 2.5 x 3.5 in each