Azorius Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baldur's Gate

Legendary Land -- Gate

{T}: Add {C}.
{2}, {T}: Add X mana of any one color, where X is the number of other Gates you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Baldur's Gate

Legendary Land -- Gate

{T}: Add {C}.
{2}, {T}: Add X mana of any one color, where X is the number of other Gates you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boros Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {R} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circuitous Route {3}{G}

Sorcery

Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Circuitous Route {3}{G}

Sorcery

Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.

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Search your library for up to two basic land cards and/or Gate cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flushdonkey - Historic (Meta Confluence: Open #5) sheet 1/10 - 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.

Dimir Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape to the Wilds 3RG

Sorcery

Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.
You may play an additional land this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Escape to the Wilds 3RG

Sorcery

Exile the top five cards of your library. You may play cards exiled this way until the end of your next turn.
You may play an additional land this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explore 1G

Sorcery

You may play an additional land this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Explore 1G

Sorcery

You may play an additional land this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gates Ablaze 2R

Sorcery

Gates Ablaze deals X damage to each creature, where X is the number of Gates you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gates Ablaze 2R

Sorcery

Gates Ablaze deals X damage to each creature, where X is the number of Gates you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Gates Ablaze {2}{R}

Sorcery

Gates Ablaze deals X damage to each creature, where X is the number of Gates you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gates Ablaze {2}{R}

Sorcery

Gates Ablaze deals X damage to each creature, where X is the number of Gates you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gate to Manorborn

Land -- Forest Gate

({T}: Add {G}.)
Gate to Manorborn enters the battlefield tapped.
{3}{G}, {T}: Seek a nonland card. Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gate to Seatower

Land -- Island Gate

({T}: Add {U}.)
Gate to Seatower enters the battlefield tapped.
{3}{U}, {T}: Seek a nonland card. Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gate to the Citadel

Land -- Plains Gate

({T}: Add {W}.)
Gate to the Citadel enters the battlefield tapped.
{3}{W}, {T}: Seek a nonland card. Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gate to Tumbledown

Land -- Mountain Gate

({T}: Add {R}.)
Gate to Tumbledown enters the battlefield tapped.
{3}{R}, {T}: Seek a nonland card. Activate only once.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Golgari Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {B} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growth Spiral {G}{U}

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Growth Spiral {G}{U}

Instant

Draw a card. You may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gruul Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {R} or {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guild Summit {2}{U}

Enchantment

When this enchantment enters, you may tap any number of untapped Gates you control. Draw a card for each Gate tapped this way.
Whenever a Gate you control enters, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guild Summit {2}{U}

Enchantment

When this enchantment enters, you may tap any number of untapped Gates you control. Draw a card for each Gate tapped this way.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flushdonkey - Historic (Meta Confluence: Open #5) sheet 4/10 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Izzet Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maze's End

Land

This land enters tapped.
{T}: Add {C}.
{3}, {T}, Return this land to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle. If you control ten or more Gates with different names, you win the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
{T}: Add {C}.
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This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orzhov Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Harmony

Land

When this land enters, if you control two or more Gates, you gain 3 life.
{T}: Add {C}.
{T}: Add one mana of any type that a Gate you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Harmony

Land

When this land enters, if you control two or more Gates, you gain 3 life.
{T}: Add {C}.
{T}: Add one mana of any type that a Gate you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this land enters, if you control two or more Gates, you gain 3 life.
{T}: Add {C}.
{T}: Add one mana of any type that a Gate you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primeval Titan {4}{G}{G}

Creature -- Giant

Trample
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Giant

Trample
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

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Primeval Titan {4}{G}{G}

Creature -- Giant

Trample
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {B} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Selesnya Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flushdonkey - Historic (Meta Confluence: Open #5) sheet 6/10 - 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.

Simic Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spelunking (2)(G)

Enchantment

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.
Lands you control enter untapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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Lands you control enter untapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flushdonkey - Historic (Meta Confluence: Open #5) sheet 7/10 - 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.

Tear Asunder {1}{G}

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)
Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)
Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dovin's Veto {W}{U}

Instant

This spell can't be countered.
Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dovin's Veto {W}{U}

Instant

This spell can't be countered.
Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dovin's Veto {W}{U}

Instant

This spell can't be countered.
Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Farewell {4}{W}{W}

Sorcery

Choose one or more --
* Exile all artifacts.
* Exile all creatures.
* Exile all enchantments.
* Exile all graveyards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flame-Blessed Bolt (R)

Instant

Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Flame-Blessed Bolt deals 2 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gatebreaker Ram (2)(G)

Creature -- Sheep

This creature gets +1/+1 for each Gate you control.
As long as you control two or more Gates, this creature has vigilance and trample.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Sheep

This creature gets +1/+1 for each Gate you control.
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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As long as you control two or more Gates, this creature has vigilance and trample.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus (1)

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Relic of Progenitus (1)

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Relic of Progenitus {1}

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Sear {2}{R}

Instant

Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul Sear {2}{R}

Instant

Soul Sear deals 5 damage to target creature or planeswalker. That permanent loses indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Flushdonkey - Historic (Meta Confluence: Open #5) sheet 10/10 - 3 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.