**Barrowin of Clan Undurr** {2}{W}{B}

Legendary Creature -- Dwarf Cleric

When Barrowin enters, venture into the dungeon. (Enter the first room or advance to the next room.)
Whenever Barrowin attacks, return up to one creature card with mana value 3 or less from your graveyard to the battlefield if you've completed a dungeon.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Barrowin of Clan Undurr** {2}{W}{B}

Legendary Creature -- Dwarf Cleric

When Barrowin enters, venture into the dungeon. (Enter the first room or advance to the next room.)
Whenever Barrowin attacks, return up to one creature card with mana value 3 or less from your graveyard to the battlefield if you've completed a dungeon.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Barrowin of Clan Undurr** {2}{W}{B}

Legendary Creature -- Dwarf Cleric

When Barrowin enters, venture into the dungeon. (Enter the first room or advance to the next room.)
Whenever Barrowin attacks, return up to one creature card with mana value 3 or less from your graveyard to the battlefield if you've completed a dungeon.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Barrowin of Clan Undurr** {2}{W}{B}

Legendary Creature -- Dwarf Cleric

When Barrowin enters, venture into the dungeon. (Enter the first room or advance to the next room.)
Whenever Barrowin attacks, return up to one creature card with mana value 3 or less from your graveyard to the battlefield if you've completed a dungeon.

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cast Down** {1}{B}

Instant

Destroy target nonlegendary creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cast Down** {1}{B}

Instant

Destroy target nonlegendary creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cast Down** {1}{B}

Instant

Destroy target nonlegendary creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Cloister Gargoyle** {2}{W}

Artifact Creature -- Gargoyle

When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.)
As long as you've completed a dungeon, this creature gets +3/+0 and has flying.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - TinyMiner - FreeForm (Artisan Realms: Party)** 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.

## Cloister Gargoyle {2}{W}

Artifact Creature -- Gargoyle

When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.)
As long as you've completed a dungeon, this creature gets +3/+0 and has flying.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cloister Gargoyle {2}{W}

Artifact Creature -- Gargoyle

When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.)
As long as you've completed a dungeon, this creature gets +3/+0 and has flying.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cloister Gargoyle {2}{W}

Artifact Creature -- Gargoyle

When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.)
As long as you've completed a dungeon, this creature gets +3/+0 and has flying.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Demon's Disciple {2}{B}

Creature -- Human Cleric

When this creature enters, each player sacrifices a creature or planeswalker of their choice.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Demon's Disciple {2}{B}

Creature -- Human Cleric

When this creature enters, each player sacrifices a creature or planeswalker of their choice.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fates' Reversal {1}{B}

Sorcery

Return up to one target creature card from your graveyard to your hand. Venture into the dungeon. (Enter the first room or advance to the next room.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Fates' Reversal {1}{B}

Sorcery

Return up to one target creature card from your graveyard to your hand. Venture into the dungeon. (Enter the first room or advance to the next room.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gate of the Black Dragon

Land -- Swamp Gate

({T}: Add {B}.)
Gate of the Black Dragon enters the battlefield tapped.
{3}{B}, {T}: Seek a nonland card. Activate only once.

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.

## 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

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - TinyMiner - FreeForm (Artisan Realms: Party)** 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.

## Power Word Kill {1}{B}

Instant

Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Power Word Kill {1}{B}

Instant

Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Power Word Kill {1}{B}

Instant

Destroy target non-Angel, non-Demon, non-Devil, non-Dragon creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Precipitous Drop {2}{B}

Enchantment -- Aura

Enchant creature
When this Aura enters, venture into the dungeon. (Enter the first room or advance to the next room.)
Enchanted creature gets -2/-2. It gets -5/-5 instead as long as you've completed a dungeon.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Precipitous Drop {2}{B}

Enchantment -- Aura

Enchant creature
When this Aura enters, venture into the dungeon. (Enter the first room or advance to the next room.)
Enchanted creature gets -2/-2. It gets -5/-5 instead as long as you've completed a dungeon.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Precipitous Drop {2}{B}

Enchantment -- Aura

Enchant creature
When this Aura enters, venture into the dungeon. (Enter the first room or advance to the next room.)
Enchanted creature gets -2/-2. It gets -5/-5 instead as long as you've completed a dungeon.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Precipitous Drop {2}{B}

Enchantment -- Aura

Enchant creature
When this Aura enters, venture into the dungeon. (Enter the first room or advance to the next room.)
Enchanted creature gets -2/-2. It gets -5/-5 instead as long as you've completed a dungeon.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Priest of Ancient Lore {2}{W}

Creature -- Dwarf Cleric

When this creature enters, you gain 1 life and draw a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - TinyMiner - FreeForm (Artisan Realms: Party)** 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.

## Priest of Ancient Lore (2)(W)

Creature -- Dwarf Cleric

When this creature enters, you gain 1 life and draw a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Priest of Ancient Lore (2)(W)

Creature -- Dwarf Cleric

When this creature enters, you gain 1 life and draw a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Priest of Ancient Lore (2)(W)

Creature -- Dwarf Cleric

When this creature enters, you gain 1 life and draw a card.

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Skyclave Cleric (1)(W)

Creature -- Kor Cleric

When this creature enters, you gain 2 life.

**1/3**

- - - BACK FACE - - -

## Skyclave Basilica

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Skyclave Cleric (1)(W)

Creature -- Kor Cleric

When this creature enters, you gain 2 life.

**1/3**

- - - BACK FACE - - -

## Skyclave Basilica

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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.

**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Swamp**

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Temple of the Dragon Queen**

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Temple of the Dragon Queen**

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

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.

## Temple of the Dragon Queen

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Temple of the Dragon Queen

Land

As this land enters, you may reveal a Dragon card from your hand. This land enters tapped unless you revealed a Dragon card this way or you control a Dragon.
As this land enters, choose a color.
{T}: Add one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Thwart the Grave {4}{B}{B}

Sorcery

This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)
Return target creature card and up to one target Cleric, Rogue, Warrior, or Wizard creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Thwart the Grave {4}{B}{B}

Sorcery

This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)
Return target creature card and up to one target Cleric, Rogue, Warrior, or Wizard creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Thwart the Grave {4}{B}{B}

Sorcery

This spell costs {1} less to cast for each creature in your party. (Your party consists of up to one each of Cleric, Rogue, Warrior, and Wizard.)
Return target creature card and up to one target Cleric, Rogue, Warrior, or Wizard creature card from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Veteran Dungeoneer {3}{W}

Creature -- Human Warrior

When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Veteran Dungeoneer {3}{W}

Creature -- Human Warrior

When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.)

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



## Veteran Dungeoneer {3}{W}

Creature -- Human Warrior

When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.)

3/4

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.

## Veteran Dungeoneer {3}{W}

Creature -- Human Warrior

When this creature enters, venture into the dungeon. (Enter the first room or advance to the next room.)

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Warlock Class {B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of your end step, if a creature died this turn, each opponent loses 1 life.
{1}{B}: Level 2
When this Class becomes level 2, look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.
{6}{B}: Level 3
At the beginning of your end step, each opponent loses life equal to the life they lost this turn. (Damage causes loss of life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Warlock Class {B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of your end step, if a creature died this turn, each opponent loses 1 life.
{1}{B}: Level 2
When this Class becomes level 2, look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.
{6}{B}: Level 3
At the beginning of your end step, each opponent loses life equal to the life they lost this turn. (Damage causes loss of life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Warlock Class {B}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of your end step, if a creature died this turn, each opponent loses 1 life.
{1}{B}: Level 2
When this Class becomes level 2, look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard.
{6}{B}: Level 3
At the beginning of your end step, each opponent loses life equal to the life they lost this turn. (Damage causes loss of life.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Guardian Naga {5}{W}{W}

Creature -- Snake

Vigilance
During your turn, prevent all damage that would be dealt to this creature.

[sideboard]

**5/6**

- - - ADVENTURE - - -

## Banishing Coils {2}{W}

Instant -- Adventure

Exile target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - TinyMiner - FreeForm (Artisan Realms: Party)** sheet 8/10 - 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.

**Guardian Naga** {5}{W}{W}

Creature -- Snake

Vigilance
During your turn, prevent all damage that would be dealt to this creature.

[sideboard]

5/6

- - - ADVENTURE - - -

**Banishing Coils** {2}{W}

Instant -- Adventure

Exile target artifact or enchantment. (Then exile this card. You may cast the creature later from exile.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Portable Hole** {W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Portable Hole** {W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Portable Hole** {W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Portable Hole** {W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ray of Enfeeblement** {B}

Instant

Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ray of Enfeeblement** {B}

Instant

Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ray of Enfeeblement** {B}

Instant

Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - TinyMiner - FreeForm (Artisan Realms: Party)** sheet 9/10 - 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.

**Viconia, Nightsinger's Disciple** (1)(B)

Legendary Creature -- Elf Cleric

Specialize {2}
{1}: Exile target card from a graveyard.

[sideboard]

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Viconia, Nightsinger's Disciple** (1)(B)

Legendary Creature -- Elf Cleric

Specialize {2}
{1}: Exile target card from a graveyard.

[sideboard]

**2/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Viconia, Nightsinger's Disciple** (1)(B)

Legendary Creature -- Elf Cleric

Specialize {2}
{1}: Exile target card from a graveyard.

[sideboard]

**2/3**

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.