

Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Azorius Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azorius Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boros Guildgate Land -- Gate This land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dimir Guildgate Land -- Gate This land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Fog Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fog Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fog Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fog Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gatebreaker Ram 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gatebreaker Ram 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gatebreaker Ram 2G 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gatebreaker Ram 2G 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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gatecreeper Vine 1G 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 PLAY botbox.dev	Gatecreeper Vine 1G 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 PLAY botbox.dev
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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 PLAYbotbox.dev	Gateway Plaza Land -- Gate This land enters tapped. When this land enters, sacrifice it unless you pay {1}. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golgari Guildgate Land -- Gate This land enters tapped. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gruul Guildgate Land -- Gate This land enters tapped. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Izzet Guildgate Land -- Gate This land enters tapped. {T}: Add {U} or {R}. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kenrith, the Returned King (4)(W) Legendary Creature -- Human Noble {R}: All creatures gain trample and haste until end of turn. {1}{G}: Put a +1/+1 counter on target creature. {2}{W}: Target player gains 5 life. {3}{U}: Target player draws a card. {4}{B}: Put target creature card from a graveyard onto the battlefield under its owner's control. 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	Memory Deluge (2)(U)(U) Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (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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Playtest cards - Alvar, Zach - Pioneer (Peasant Pioneer 3: The Reckoning)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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

PuPu UFO

②

Artifact Creature -- Construct Alien

Flying
{T}: You may put a land card from your hand onto the battlefield.
{3}: Until end of turn, this creature's base power becomes equal to the number of Towns you control.

0/4

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Rakdos Guildgate

Land - - Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riot Control

②③

Instant

You gain 1 life for each creature your opponents control. Prevent all damage that would be dealt to you this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riot Control

② ② W

Instant

You gain 1 life for each creature your opponents control. Prevent all damage that would be dealt to you this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riot Control

②③

Instant

You gain 1 life for each creature your opponents control. Prevent all damage that would be dealt to you this turn.

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Riot Control

②③

Instant

You gain 1 life for each creature your opponents control. Prevent all damage that would be dealt to you this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip

W

Enchantment

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. 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
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Land - - Gate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Angel

[sidebar]

3/4

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Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saruli Gatekeepers 3 6 Creature -- Elf Warrior When this creature enters, if you control two or more Gates, you gain 7 life. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tear Asunder 1 6 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temporary Lockdown 1 W W Enchantment When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	