

Arboreal Grazer (G) 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 (G) 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	Archway Angel (5)(W) Creature -- Angel Flying When this creature enters, you gain 2 life for each Gate you control. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archway Angel (5)(W) Creature -- Angel Flying When this creature enters, you gain 2 life for each Gate you control. 3/4 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	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 PLAYbotbox.dev

Circuitous Route 3 6 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 PLAYbotbox.dev	Circuitous Route 3 6 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 PLAYbotbox.dev	Circuitous Route 3 6 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 PLAYbotbox.dev	Dimir Guildgate Land -- Gate This land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Escape to the Wilds 3 R 6 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 PLAYbotbox.dev	Escape to the Wilds 3 R 6 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 PLAYbotbox.dev	Fog 6 Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fog 6 Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

G

Prevent all combat damage that would be dealt this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

G

Prevent all combat damage that would be dealt this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

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

2 G

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

2 G

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

2G

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

8

Affinity for Gates (This spell costs {1} less to cast for each Gate you control.)
This creature can't be blocked by creatures with power 2 or less. Whenever a Gate you control enters, you may put this card from your graveyard on top of your library.

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

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

① ②

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

Gates Ablaze

②③

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

②③

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

②③

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 ③

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

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 PLAY botbox.dev

Golgari Guildgate

Land - - Gate

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

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

G U Growth Spiral Instant Draw a card. You may put a land card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	G U Growth Spiral Instant Draw a card. You may put a land card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	G U Growth Spiral Instant Draw a card. You may put a land card from your hand onto the battlefield. 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
Gruul Guildgate Land -- Gate This land enters tapped. {T}: Add {R} 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	Gruul Guildgate Land -- Gate This land enters tapped. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	2 U Guild Summit 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 PLAYbotbox.dev

② ③

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

②③

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

②③

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

Land - - Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

G

Sorcerv

Search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Open the Gates 6 Sorcery Search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Open the Gates 6 Sorcery Search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orzhov Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Rakdos Guildgate Land -- Gate This land enters tapped. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Selesnya Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simic Guildgate Land -- Gate This land enters tapped. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Thran Portal Land -- Gate This land enters tapped unless you control two or fewer other lands. As this land enters, choose a basic land type. This land is the chosen type in addition to its other types. Mana abilities of this land cost an additional 1 life to activate. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Broken Bond Sorcery Destroy target artifact or enchantment. You may put a land card from your hand onto the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Broken Bond Sorcery Destroy target artifact or enchantment. You may put a land card from your hand onto the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Clarion Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deafening Clarion Sorcery Choose one or both -- * Deafening Clarion deals 3 damage to each creature. * Creatures you control gain lifelink until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Murray, Lachlan - Pioneer (Peasant Pioneer 3: The Reckoning) 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.

Rest in Peace



Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rona's Vortex



Instant

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)
Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rona's Vortex



Instant

Kicker {2}{B} (You may pay an additional {2}{B} as you cast this spell.)

Return target creature or planeswalker you don't control to its owner's hand. If this spell was kicked, put that permanent on the bottom of its owner's library instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev