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| <div><div><b>Azorius Guildgate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div><b>Azorius Guildgate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div><b>Basilisk Gate</b></div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><b>Basilisk Gate</b></div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                |
| <div><div><b>Basilisk Gate</b></div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Basilisk Gate</b></div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Brainstorm</b> </div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Brainstorm</b> </div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Cliffgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than red.<br/>{T}: Add {R} or one mana of the chosen color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Cliffgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than red.<br/>{T}: Add {R} or one mana of the chosen color.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |

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| <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |
| <div><div>Deep Analysis</div><div>Sorcery</div><div>Target player draws two cards.<br/>Flashback--{1}{U}, Pay 3 life. (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></div> | <div><div>Faithless Looting</div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (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></div> | <div><div>Faithless Looting</div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (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></div> | <div><div>Faithless Looting</div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (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></div> |

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Draw two cards, then discard two cards.

Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
This land enters tapped.

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{T}: Add {C}.  
 {1}, {T}: Add one mana of any color.  
 {1}, {T}, Tap an untapped Gate you control: Create a Treasure token.  
 (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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$$(\{T\} : \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lórien Revealed

3 U U

## Sorcery

Draw three cards.  
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lórien Revealed

3 U U

## Sorcery

Draw three cards.  
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Outlaw Medic

① ② W

Creature -- Human Rogue

Lifelink  
When this creature dies, draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Outlaw Medic

① W

Creature -- Human Rogue

Lifelink  
When this creature dies, draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Preordain

U

## Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prismatic Strands

② ② W

Instant

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prismatic Strands

② ② W

Instant

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Indiano - Pauper (Pauper 13-09)

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



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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Sea Gate</div> <div>Land -- Gate</div> <div> <p>This land enters tapped.<br/>As this land enters, choose a color other than blue.<br/>{T}: Add {U} or one mana of the chosen color.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>   | <div> <div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying<br/>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                     | <div> <div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying<br/>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                     | <div> <div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying<br/>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                     |
| <div> <div>Sneaky Snacker</div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying<br/>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Squadron Hawk</div> <div>Creature -- Bird</div> <div> <p>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Squadron Hawk</div> <div>Creature -- Bird</div> <div> <p>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Squadron Hawk</div> <div>Creature -- Bird</div> <div> <p>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</p> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Squadron Hawk</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Bird</div> <div> <div>Flying</div> <div>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                            | <div> <div>The Modern Age</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter.)</div> <div>I, II -- Draw a card, then discard a card.</div> <div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Vector Glider</div> <div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>The Modern Age</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter.)</div> <div>I, II -- Draw a card, then discard a card.</div> <div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Vector Glider</div> <div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <div>The Modern Age</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter.)</div> <div>I, II -- Draw a card, then discard a card.</div> <div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Vector Glider</div> <div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> </div> <div> <div>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> |
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Playtest cards - Indiano - Pauper (Pauper 13-09)

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

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| <div><div><div>Cast into the Fire</div><div>1R</div></div><div><div>Instant</div><div>Choose one --<br/>* Cast into the Fire deals 1 damage to each of up to two target creatures.<br/>* Exile target artifact.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Coalition Honor Guard</div><div>3W</div></div><div><div>Creature -- Human Flagbearer</div><div>While an opponent is choosing targets as part of casting a spell they control or activating an ability they control, that player must choose at least one Flagbearer on the battlefield if able.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Gorilla Shaman</div><div>R</div></div><div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               | <div><div><div>Gorilla Shaman</div><div>R</div></div><div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>               |
| <div><div><div>Hydroblast</div><div>U</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  | <div><div><div>Hydroblast</div><div>U</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                 | <div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Red Elemental Blast</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>Red Elemental Blast</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>Thraben Charm</div><div>1W</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thraben Charm</div><div>1W</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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