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| <div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Ancient Den</div><div>Artifact Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Barbed Batterfist1R</div><div>Artifact -- Equipment</div><div>For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)<br/>Equipped creature gets +1/-1.<br/>Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Barbed Batterfist1R</div><div>Artifact -- Equipment</div><div>For Mirrodin! (When this Equipment enters, create a 2/2 red Rebel creature token, then attach this to it.)<br/>Equipped creature gets +1/-1.<br/>Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |
| <div><div>Boros Garrison</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {R}{W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Boros Garrison</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {R}{W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Experimental SynthesizerR</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Experimental SynthesizerR</div><div>Artifact</div><div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Experimental Synthesizer (R)</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Experimental Synthesizer (R)</div> <div>Artifact</div> <div>When this artifact enters or leaves the battlefield, exile the top card of your library. Until end of turn, you may play that card.<br/>{2}{R}, Sacrifice this artifact: Create a 2/2 white Samurai creature token with vigilance. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Foundry Helix (1)(R)(W)</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice a permanent. Foundry Helix deals 4 damage to any target. If the sacrificed permanent was an artifact, you gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Foundry Helix (1)(R)(W)</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice a permanent. Foundry Helix deals 4 damage to any target. If the sacrificed permanent was an artifact, you gain 4 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Galvanic Blast (R)</div> <div>Instant</div> <div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div>Galvanic Blast (R)</div> <div>Instant</div> <div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <div>Galvanic Blast (R)</div> <div>Instant</div> <div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    | <div>Galvanic Blast (R)</div> <div>Instant</div> <div>Galvanic Blast deals 2 damage to any target.<br/>Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                    |

**Playtest cards - k1x - Pauper (Pauper League)** 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.

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| <div> <div>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</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>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</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>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</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>Kor Skyfisher</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Soldier</div> <div> <div>Flying</div> <div>When this creature enters, return a permanent you control to its owner's hand.</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>Krark-Clan Shaman</div> <div> <div>R</div> </div> </div> <div> <div>Creature -- Goblin Shaman</div> <div> <div>Sacrifice an artifact: This creature deals 1 damage to each creature without flying.</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>Lembas</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> <div>When this artifact enters, scry 1, then draw a card.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> </div> <div> <div>2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> <div>When this artifact enters, scry 1, then draw a card.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> </div> <div> <div>2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Lembas</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Food</div> <div> <div>When this artifact enters, scry 1, then draw a card.</div> <div>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div> </div> <div> <div>2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Lembas</div><div>Artifact -- Food</div><div>When this artifact enters, scry 1, then draw a card.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.<br/>When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div><div>Lorehold Campus</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {R} or {W}.<br/>{4}, {T}: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}. )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   |

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Palace Sentinels

③ ④ W

Creature -- Human Soldier

When this creature enters, you become the monarch.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

## Rustvale Bridge

## Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rustvale Bridge

Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rustvale Bridge

Artifact Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Seeker of the Way

① ② W

Creature -- Human Warrior

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Seeker of the Way</b> (1)(W)<br>Creature -- Human Warrior<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Seeker of the Way</b> (1)(W)<br>Creature -- Human Warrior<br>Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)<br>Whenever you cast a noncreature spell, this creature gains lifelink until end of turn.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thraben Charm</b> (1)(W)<br>Instant<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thraben Charm</b> (1)(W)<br>Instant<br>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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                            | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                            | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                          | <b>Thraben Inspector</b> (W)<br>Creature -- Human Soldier<br>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                          |

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| <div><div>Wind-Scarred Crag</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wind-Scarred Crag</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wind-Scarred Crag</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div>Wind-Scarred Crag</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, you gain 1 life.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     |
| <div><div>Breath Weapon2R</div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Breath Weapon2R</div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Crimson Acolyte1W</div><div>Creature -- Human Cleric</div><div>Protection from red<br/>{W}: Target creature gains protection from red until end of turn.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Crimson Acolyte1W</div><div>Creature -- Human Cleric</div><div>Protection from red<br/>{W}: Target creature gains protection from red until end of turn.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Dust to Dust</div><div>1WW</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Dust to Dust</div><div>1WW</div></div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Pyroblast</div><div>R</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <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><div><div>Relic of Progenitus</div><div>1</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Relic of Progenitus</div><div>1</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Relic of Progenitus</div><div>1</div></div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Revoke Existence</div><div>1W</div></div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |

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| <div><div>Revoke Existence<div>1W</div></div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Revoke Existence<div>1W</div></div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Revoke Existence<div>1W</div></div><div>Sorcery</div><div>Exile target artifact or enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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