

<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>Basilisk Gate</div><div>Land -- Gate</div><div>{T}: Add {C}. {2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Basilisk Gate</div><div>Land -- Gate</div><div>{T}: Add {C}. {2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control. Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cliffgate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than red. {T}: Add {R} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cliffgate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than red. {T}: Add {R} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cliffgate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than red. {T}: Add {R} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cliffgate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than red. {T}: Add {R} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<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. {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 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. {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 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. {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 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. {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>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. 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>	<div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. 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>	<div><div>Galvanic Blast (R)</div><div>Instant</div><div>Galvanic Blast deals 2 damage to any target. 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>	<div><div>Glint Hawk (W)</div><div>Creature -- Bird</div><div>Flying When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Glint Hawk (W) Creature -- Bird Flying When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glint Hawk (W) Creature -- Bird Flying When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glint Hawk (W) Creature -- Bird Flying When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand. <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Great Furnace Artifact Land {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Heap Gate Land -- Gate {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.") 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	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	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

<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>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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Lightning Bolt</div> <div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <div>Lightning Bolt deals 3 damage to any target.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div>Lightning Bolt</div><div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lightning Bolt</div><div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Lightning Bolt</div><div><div>R</div></div></div> <div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Mountain</div></div> <div><div>Basic Land -- Mountain</div><div>({T}): Add {R}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Novice Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Detective</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div></div> <div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}): Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Recommission</div><div><div>1</div><div>W</div></div></div> <div><div>Sorcery</div><div>Return target artifact or creature card with mana value 3 or less from your graveyard to the battlefield. If a creature enters this way, it enters with an additional +1/+1 counter on it.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Relic of Progenitus</div><div><div>1</div></div></div> <div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<p>Sacred Cat (W)</p> <p>Creature -- Cat</p> <p>Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Cat (W)</p> <p>Creature -- Cat</p> <p>Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Cat (W)</p> <p>Creature -- Cat</p> <p>Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sacred Cat (W)</p> <p>Creature -- Cat</p> <p>Lifelink Embalm {W} ({W}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Cat with no mana cost. Embalm only as a sorcery.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Seeker of the Way (1)(W)</p> <p>Creature -- Human Warrior</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Seeker of the Way (1)(W)</p> <p>Creature -- Human Warrior</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Seeker of the Way (1)(W)</p> <p>Creature -- Human Warrior</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Seeker of the Way (1)(W)</p> <p>Creature -- Human Warrior</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

W

When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this artifact enters, draw a card.

{T}, Sacrifice this artifact: Target creature can't be blocked this turn.

If it's a Vampire, it also gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

When this artifact enters, draw a card.

{T}, Sacrifice this artifact: Target creature can't be blocked this turn.

If it's a Vampire, it also gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, draw a card.
{T}, Sacrifice this artifact: Target creature can't be blocked this turn.
If it's a Vampire, it also gains lifelink until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

Choose one --

- * Cast into the Fire deals 1 damage to each of up to two target creatures.
- * Exile target artifact.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

```
Choose one --
* Cast into the Fire deals 1 damage
to each of up to two target
creatures.
* Exile target artifact.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Protection from red
{W}: Target creature gains
protection from red until end of
turn.

```
[sidebar]
```

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

```
Protection from red
{W}: Target creature gains
protection from red until end of
turn.
```

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

<div> Dawnbringer Cleric <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> When this creature enters, choose one -- <ul style="list-style-type: none"> * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dawnbringer Cleric <div> <div>1</div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> When this creature enters, choose one -- <ul style="list-style-type: none"> * Cure Wounds -- You gain 2 life. * Dispel Magic -- Destroy target enchantment. * Gentle Repose -- Exile target card from a graveyard. <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Destroy Evil <div> <div>1</div> <div>W</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Dust to Dust <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div> Sorcery </div> <div> Exile two target artifacts. <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Pyroblast <div> <div>R</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target spell if it's blue. * Destroy target permanent if it's blue. <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pyroblast <div> <div>R</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target spell if it's blue. * Destroy target permanent if it's blue. <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pyroblast <div> <div>R</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target spell if it's blue. * Destroy target permanent if it's blue. <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Pyroblast <div> <div>R</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target spell if it's blue. * Destroy target permanent if it's blue. <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div>Relic of Progenitus1</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Relic of Progenitus1</div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Smash to Dust1R</div> <div>Sorcery</div> <div> Choose one -- * Destroy target artifact. * Destroy target creature with defender. * Smash to Dust deals 1 damage to each creature your opponents control. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	