

<div><div>Azorius Guildgate</div><div>Land -- Gate</div><div>This land enters tapped. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Azorius Guildgate</div><div>Land -- Gate</div><div>This land enters tapped. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Azorius Guildgate</div><div>Land -- Gate</div><div>This land enters tapped. {T}: Add {W} or {U}.</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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Counterspell



Instant

Counter target spell.

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Counterspell



Instant

Counter target spell.

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Dawnbringer Cleric



Creature -- Human Cleric

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When this creature enters, choose
one --
* Cure Wounds -- You gain 2 life.
* Dispel Magic -- Destroy target
enchantment.
* Gentle Repose -- Exile target card
from a graveyard.
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1/3

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When this creature enters, choose one --

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1/3

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Dawnbringer Cleric



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- * Gentle Repose -- Exile target card from a graveyard.

1/3

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Glacial Floodplain

Snow Land -- Plains Island

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

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Guardian of the Guildpact



Creature -- Spirit

Protection from monocolored

2/3

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<div><div><div>Guardian of the Guildpact</div><div><div>3</div><div>W</div></div></div><div><div>Creature -- Spirit</div><div>Protection from monocolored</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>Heap Gate</div><div></div></div><div><div>Land -- Gate</div><div><div><div><div>{T}: Add {C}.</div><div>{1}, {T}: Add one mana of any color.</div><div>{1}, {T}, Tap an untapped Gate you control: Create a Treasure token.</div><div>(It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Island</div><div></div></div><div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Island</div><div></div></div><div><div>Basic Land -- Island</div><div><div><div>{T}: Add {U}.</div></div></div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lose Focus1U</div><div>Instant</div><div>Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lose Focus1U</div><div>Instant</div><div>Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Prismatic Strands2W</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Prismatic Strands2W</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Prismatic Strands2W</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Prismatic Strands2W</div><div>Instant</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Sacred Cat</div><div>Ⓢ</div></div> <div>Creature -- Cat</div> <div>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.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sacred Cat</div><div>Ⓢ</div></div> <div>Creature -- Cat</div> <div>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.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sacred Cat</div><div>Ⓢ</div></div> <div>Creature -- Cat</div> <div>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.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sacred Cat</div><div>Ⓢ</div></div> <div>Creature -- Cat</div> <div>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.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Sea Gate</div></div> <div>Land -- Gate</div> <div>This land enters tapped. As this land enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sea Gate</div></div> <div>Land -- Gate</div> <div>This land enters tapped. As this land enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sea Gate</div></div> <div>Land -- Gate</div> <div>This land enters tapped. As this land enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sea Gate</div></div> <div>Land -- Gate</div> <div>This land enters tapped. As this land enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<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>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>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>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>2/3</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>2/3</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>2/3</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>2/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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>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>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>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>

Playtest cards - ezocratto - Pauper (Pauper League)

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 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Thraben Charm</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one -- * Thraben Charm deals damage equal to twice the number of creatures you control to target creature. * Destroy target enchantment. * Exile any number of target players' graveyards.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Breath Weapon</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Breath Weapon</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Breath Weapon</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Sorcery</div><div>Exile two target artifacts. [sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</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>Dust to Dust</div><div><div>1</div><div>W</div><div>W</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>Dust to Dust</div><div><div>1</div><div>W</div><div>W</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>Hydroblast</div><div><div>U</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Hydroblast</div><div><div>U</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hydroblast</div><div><div>U</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hydroblast</div><div><div>U</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Negate</div><div><div>1</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Standard Bearer <div> <div>1</div> <div>W</div> </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>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	<div> <div> Standard Bearer <div> <div>1</div> <div>W</div> </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>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	<div> <div> Standard Bearer <div> <div>1</div> <div>W</div> </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>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	