

<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>
<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>	<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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

U U

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UU

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

```
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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① W

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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Choose one --
* Destroy target creature with
toughness 4 or greater.
* Destroy target enchantment.
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($\{T\}$: Add $\{W\}$ or $\{U\}$.)
This land enters tapped.

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<p>Guardian of the Guildpact (3)(W)</p> <p>Creature -- Spirit</p> <p>Protection from monocolored</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Guardian of the Guildpact (3)(W)</p> <p>Creature -- Spirit</p> <p>Protection from monocolored</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Heap Gate</p> <p>Land -- Gate</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> <p>{1}, {T}, Tap an untapped Gate you control: Create a Treasure token.</p> <p>(It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Island</p> <p>Basic Land -- Island</p> <p>({T}: Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Island</p> <p>Basic Land -- Island</p> <p>({T}: Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Island</p> <p>Basic Land -- Island</p> <p>({T}: Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Journey to Nowhere (1)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile target creature.</p> <p>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Journey to Nowhere (1)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile target creature.</p> <p>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<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>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>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>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>PreordainU</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>PreordainU</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>PreordainU</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>PreordainU</div> <div>Sorcery</div> <div>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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

② ② W

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.)

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②③

Prevent all damage that sources of the color of your choice would deal this turn.

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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

W

Lifelink

Embalming {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.)

1/1

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Lifelink

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1/1

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Lifelink

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Lifelink

Emblem {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. Emblem only as a sorcery.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 6/10 - 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.

<div>Sea Gate</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>Sea Gate</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>Sea Gate</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>Sea Gate</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>Squadron Hawk</div> <div>1W</div> <div>Creature -- Bird</div> <div>Flying 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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Squadron Hawk</div> <div>1W</div> <div>Creature -- Bird</div> <div>Flying 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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Squadron Hawk</div> <div>1W</div> <div>Creature -- Bird</div> <div>Flying 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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Squadron Hawk</div> <div>1W</div> <div>Creature -- Bird</div> <div>Flying 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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>The Modern Age</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment -- Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>BACK FACE</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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> <p>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>BACK FACE</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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> <p>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>BACK FACE</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY 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> <p>(As this Saga enters and after your draw step, add a lore counter.) I, II -- Draw a card, then discard a card. III -- Exile this Saga, then return it to the battlefield transformed under your control.</p> </div> <div> <div>BACK FACE</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>
<div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one -- * Counter target red spell. * Destroy target red permanent.</p> </div> <div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one -- * Counter target red spell. * Destroy target red permanent.</p> </div> <div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one -- * Counter target red spell. * Destroy target red permanent.</p> </div> <div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>	<div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Choose one -- * Counter target red spell. * Destroy target red permanent.</p> </div> <div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>

Playtest cards - twister66 - Pauper (Pauper Challenge 32)

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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

<div><div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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.</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><div>Remove Soul</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target creature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Remove Soul</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target creature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Remove Soul</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target creature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	
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