

<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>U</div></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>
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UU

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.

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Snow Land -- Plains Island

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

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③ ④

Protection from monocolored

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Protection from monocolored

2/3

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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.")
```

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Basic Land -- Island

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

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<div><div>Island</div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Journey to Nowhere1W</div><div>Enchantment</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Journey to Nowhere1W</div><div>Enchantment</div><div>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.</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>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>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 Focus<div>1U</div></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 Focus<div>1U</div></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>Outlaw Medic<div>1W</div></div><div>Creature -- Human Rogue</div><div>Lifelink When this creature dies, draw a card.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Outlaw Medic<div>1W</div></div><div>Creature -- Human Rogue</div><div>Lifelink When this creature dies, draw a card.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Prismatic Strands<div>2W</div></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 Strands<div>2W</div></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 Strands<div>2W</div></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 Strands<div>2W</div></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

① W

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.

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① ② W

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①②

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```
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```

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3 W

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.

[sidebar]

2/4

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③ ④

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.

[sideboard]

2/4

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U

Choose one - -

```
* Counter target spell if it's red.
* Destroy target permanent if it's
red.
```

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

```
* Counter target spell if it's red.
* Destroy target permanent if it's
red.
```

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Hydroblast</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>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>Red Elemental Blast</div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Red Elemental Blast</div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div>Smash to Dust</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> Choose one -- <ul style="list-style-type: none"> * 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Smash to Dust</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> Choose one -- <ul style="list-style-type: none"> * 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Smash to Dust</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> Choose one -- <ul style="list-style-type: none"> * 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	

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