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| <div><div><b>Ancient Den</b></div><div>Artifact Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div><b>Ancient Den</b></div><div>Artifact Land</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div><b>Basilisk Gate</b></div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Basilisk Gate</b></div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Basilisk Gate</b></div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Basilisk Gate</b></div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Boros Guildgate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><b>Boros Guildgate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   |

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><b>Boros Guildgate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><b>Boros Guildgate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {R} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 | <div><div><b>Citadel Gate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Citadel Gate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Citadel Gate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Citadel Gate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Cliffgate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than red.<br/>{T}: Add {R} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><b>Cliffgate</b></div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than red.<br/>{T}: Add {R} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |

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| <div><div>Cliffgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than red.<br/>{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.<br/>As this land enters, choose a color other than red.<br/>{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 <sup>®</sup></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 Synthesizer <sup>®</sup></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 Synthesizer <sup>®</sup></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 Synthesizer <sup>®</sup></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>Galvanic Blast <sup>®</sup></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>                                                                                                                              | <div><div>Galvanic Blast <sup>®</sup></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 deals 2 damage to any target.

Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Galvanic Blast deals 2 damage to any target.

Metalcraft -- Galvanic Blast deals 4 damage instead if you control three or more artifacts.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flying  
When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Flying  
When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

**Flying**  
When this creature enters, sacrifice it unless you return an artifact you control to its owner's hand.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

**Flying**  
When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ① W

Flying  
When this creature enters, return a permanent you control to its owner's hand.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 4/10 - 8 cards - 2.5 x 3.5 in each

**Playtest cards - Alvatar - Pauper (Pauper League)** sheet 5/10 - 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.

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

|                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                     |
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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                      | <div>Relic of Progenitus1</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Relic of Progenitus1</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Sacred CatW</div> <div>Creature -- Cat</div> <div>Lifelink<br/>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>Sacred CatW</div> <div>Creature -- Cat</div> <div>Lifelink<br/>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>Sacred CatW</div> <div>Creature -- Cat</div> <div>Lifelink<br/>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>Sacred CatW</div> <div>Creature -- Cat</div> <div>Lifelink<br/>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>Thraben Charm1W</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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

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

W

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Sacrifice this token: Draw a card.")

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

```
When this creature enters, choose
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* Cure Wounds -- You gain 2 life.
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enchantment.
* Gentle Repose -- Exile target card
from a graveyard.
```

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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| <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>Flaring Pain</div><div><div>1</div><div>R</div></div><div>Instant</div><div>Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Pyroblast</div><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>Pyroblast</div><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>Pyroblast</div><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>Relic of Progenitus</div><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>                    |

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| <div> <div>Relic of Progenitus1</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 PLAY botbox.dev </div> </div> | <div> <div>Suffocating Fumes2B</div> <div>Instant</div> <div> Creatures your opponents control get -1/-1 until end of turn.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div>Thraben Charm1W</div> <div>Instant</div> <div> 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. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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