

Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Abraded Bluffs Land -- Desert This land enters tapped. When this land enters, it deals 1 damage to target opponent. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ancient Den Artifact Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Den Artifact Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Den Artifact Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Den Artifact Land {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Boros Garrison Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boros Garrison Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experimental Synthesizer Ⓜ Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Experimental Synthesizer Ⓜ Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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W

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

2/2

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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.

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Creature -- Kor Soldier

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

2/3

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Creature -- Kor Soldier

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

2/3

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Kor Skyfisher 1 W Creature -- Kor Soldier Flying When this creature enters, return a permanent you control to its owner's hand. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kor Skyfisher 1 W Creature -- Kor Soldier Flying When this creature enters, return a permanent you control to its owner's hand. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lembas 2 Artifact -- Food When this artifact enters, scry 1, then draw a card. {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lembas 2 Artifact -- Food When this artifact enters, scry 1, then draw a card. {2}, {T}, Sacrifice this artifact: You gain 3 life. When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Makeshift Munitions Enchantment {1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Makeshift Munitions Enchantment {1}, Sacrifice an artifact or creature: This enchantment deals 1 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Novice Inspector W Creature -- Human Detective 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 PLAYbotbox.dev	Novice Inspector W Creature -- Human Detective 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 PLAYbotbox.dev	Novice Inspector W Creature -- Human Detective 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 PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1W Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1W Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thraben Charm 1W Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ 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.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③④

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[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Exile two target artifacts.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - seasonofmists - Pauper (Pauper League) sheet 9/10 - 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.

Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard]	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard]	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard]	
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