

Alchemist's Vial Artifact When this artifact enters, draw a card. {1}, {T}, Sacrifice this artifact: Target creature can't attack or block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alchemist's Vial Artifact When this artifact enters, draw a card. {1}, {T}, Sacrifice this artifact: Target creature can't attack or block this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Alchemist's Vial Artifact When this artifact enters, draw a card. {1}, {T}, Sacrifice this artifact: Target creature can't attack or block this turn. 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	Battle Screech Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Battle Screech Sorcery Create two 1/1 white Bird creature tokens with flying. Flashback--Tap three untapped white creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. 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 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 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 PLAYbotbox.dev
Cave of Temptation Land {T}: Add {C}. {1}, {T}: Add one mana of any color. {4}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Electrickery Instant Electrickery deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forgotten Cave Land This land enters tapped. {T}: Add {R}. Cycling {R} ({R}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Galvanic Blast Instant 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 PLAYbotbox.dev

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

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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

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Protection from monocolored

2/3

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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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When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lightning Bolt R Instant Lightning Bolt deals 3 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	Palace Sentinels 3 W Creature -- Human Soldier When this creature enters, you become the monarch. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Palace Sentinels 3 W Creature -- Human Soldier When this creature enters, you become the monarch. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Playtest cards - Notyet - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Strands2W Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Prismatic Strands2W Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prophetic Prism2 Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prophetic Prism2 Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prophetic Prism2 Artifact When this artifact enters, draw a card. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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When this artifact enters, draw a card.

{1}, {T}: Add one mana of any color.

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Land

When this land enters, you gain 2 life.
{T}: Add {C}.

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Land

When this land enters, you gain 2 life.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

When this land enters, you gain 2 life.
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

Return target creature card from your graveyard to your hand.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

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Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.
{T}: Add {W}.
Cycling {W} ({W}, Discard this card:
Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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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.")
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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

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

Land

This land enters tapped.
When this land enters, you gain 1 life.
{T}: Add {R} or {W}.

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Electricity deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

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Electricity deals 1 damage to target creature you don't control. Overload {1}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
X.

[sidebar]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{X}{X}{1}: Destroy target
noncreature artifact with mana value
X.
```

[sidebar]

1/1

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

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.

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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standard Bearer 1W Creature -- Human Flagbearer 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] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	

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sheet 10/10 - 3 cards - 2.5 x 3.5 in each