## Arboreal Grazer (G)

Creature -- Sloth Beast

Reach
When this creature enters, you may put a land card from your hand onto the battlefield tapped.

**0/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Armadillo Cloak (1)(G)(W)

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+2 and has trample.
Whenever enchanted creature deals damage, you gain that much life.

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**Playtest cards - koorn - Naya Gates (Pauper League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Basilisk Gate

Land -- Gate

{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.

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## Citadel Gate

Land -- Gate

This land enters tapped.
As this land enters, choose a color other than white.
{T}: Add {W} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Citadel Gate

Land -- Gate

This land enters tapped.
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{T}: Add {W} or one mana of the chosen color.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Commune with the Gods {1}{G}

Sorcery

Reveal the top five cards of your library. You may put a creature or enchantment card from among them into your hand. Put the rest into your graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Forest**

Basic Land -- Forest

({T}: Add {G}.)

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**Gatecreeper Vine** (1)(G)

Creature -- Plant

Defender
When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.

**0/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature enters, you may search your library for a basic land card or a Gate card, reveal it, put it into your hand, then shuffle.

**0/2**

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## Guardian of the Guildpact {3}{W}

Creature -- Spirit

Protection from monocolored

**2/3**

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## Heap Gate

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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## Journey to Nowhere {1}{W}

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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## Malevolent Rumble {1}{G}

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Manor Gate

Land -- Gate

This land enters tapped.
As this land enters, choose a color other than green.
{T}: Add {G} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Outlaw Medic {1}{W}

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

**1/3**

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## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - koorn - Naya Gates (Pauper League)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sacred Cat (W)

Creature -- Cat

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Selesnya Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Playtest cards - koorn - Naya Gates (Pauper League)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Thraben Charm {1}{W}

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 PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Avenging Hunter {4}{G}

Creature -- Dragon Ranger

Trample
When this creature enters, you take the initiative.

[sideboard]

5/4

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Trample
When this creature enters, you take the initiative.

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5/4

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## Breath Weapon {2}{R}

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Breath Weapon {2}{R}

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Breath Weapon 2R

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Breath Weapon 2R

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deglamer 1G

Instant

Choose target artifact or enchantment. Its owner shuffles it into their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Deglamer 1G

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Choose target artifact or enchantment. Its owner shuffles it into their library.

[sideboard]

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## Deglamer 1G

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Choose target artifact or enchantment. Its owner shuffles it into their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Faerie Macabre 1BB

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Faerie Macabre 1BB

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Prismatic Strands 2W

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.)

[sideboard]

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**Prismatic Strands** 2W

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.)

[sideboard]

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