

Arboreal Grazer 6 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 PLAYbotbox.dev	Arboreal Grazer 6 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 PLAYbotbox.dev	Arboreal Grazer 6 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 PLAYbotbox.dev	Arboreal Grazer 6 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 PLAYbotbox.dev
Azorius Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Boros Guildgate Land -- Gate This land enters tapped. {T}: Add {R} or {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dimir Guildgate Land -- Gate This land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fog 6 Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Gates Ablaze ②④ Sorcery Gates Ablaze deals X damage to each creature, where X is the number of Gates you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gates Ablaze ②④ Sorcery Gates Ablaze deals X damage to each creature, where X is the number of Gates you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gates Ablaze ②④ Sorcery Gates Ablaze deals X damage to each creature, where X is the number of Gates you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gates Ablaze ②④ Sorcery Gates Ablaze deals X damage to each creature, where X is the number of Gates you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gateway Plaza Land -- Gate This land enters tapped. When this land enters, sacrifice it unless you pay {1}. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golgari Guildgate Land -- Gate This land enters tapped. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Growth Spiral Instant Draw a card. You may put a land card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Growth Spiral Instant Draw a card. You may put a land card from your hand onto the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gruul Guildgate Land -- Gate This land enters tapped. {T}: Add {R} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guild Summit Enchantment When this enchantment enters, you may tap any number of untapped Gates you control. Draw a card for each Gate tapped this way. Whenever a Gate you control enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guild Summit Enchantment When this enchantment enters, you may tap any number of untapped Gates you control. Draw a card for each Gate tapped this way. Whenever a Gate you control enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Guild Summit Enchantment When this enchantment enters, you may tap any number of untapped Gates you control. Draw a card for each Gate tapped this way. Whenever a Gate you control enters, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Haze of Pollen

① ② G

Instant

Prevent all combat damage that would be dealt this turn.

Cycling {3} ({3}, Discard this card:
Draw a card.)

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Izzet Guildgate

Land - - Gate

This land enters tapped.
 {T}: Add {U} or {R}.

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Maze's End

Land

This land enters tapped.

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

{3}, {T}, Return this land to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle. If you control ten or more Gates with different names, you win the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maze 's End

Land

This land enters tapped.

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

{3}, {T}, Return this land to its owner's hand: Search your library for a Gate card, put it onto the battlefield, then shuffle. If you control ten or more Gates with different names, you win the game.

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Orzhov Guildgate

Land - - Gate

This land enters tapped.

$\{T\}$: Add $\{W\}$ or $\{B\}$.

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Plaza of Harmony

Land

When this land enters, if you control two or more Gates, you gain 3 life.

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

{T}: Add one mana of any type that a Gate you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plaza of Harmony

Land

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Plaza of Harmony

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When this land enters, if you control two or more Gates, you gain 3 life.

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

{T}: Add one mana of any type that a Gate you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rakdos Guildgate

Land - - Gate

This land enters tapped.
{T}: Add {B} or {R}.

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Root Snare

① ② G

Instant

Prevent all combat damage that would be dealt this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Root Snare

① ⑥

Instant

Prevent all combat damage that would be dealt this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Root Snare

① ②

Instant

Prevent all combat damage that would be dealt this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Root Snare

① ②

Instant

Prevent all combat damage that would be dealt this turn.

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

Selesnya Guildgate

Land - - Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Simic Guildgate

Land -- Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land - - Gate

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

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Land - - Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spe lunking

2G

Enchantment

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Speġlunking

2G

Enchantment

When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life. Lands you control enter untapped.

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Sphinx's Revelation (X)(W)(U)(U)

Instant

You gain X life and draw X cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphinx's Revelation (X)(W)(U)(U)

Instant

You gain X life and draw X cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunfall

3 W W

Sorcery

Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunfall

③ W W

Sorcery

Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thran Portal Land -- Gate This land enters tapped unless you control two or fewer other lands. As this land enters, choose a basic land type. This land is the chosen type in addition to its other types. Mana abilities of this land cost an additional 1 life to activate. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Portal Land -- Gate This land enters tapped unless you control two or fewer other lands. As this land enters, choose a basic land type. This land is the chosen type in addition to its other types. Mana abilities of this land cost an additional 1 life to activate. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Portal Land -- Gate This land enters tapped unless you control two or fewer other lands. As this land enters, choose a basic land type. This land is the chosen type in addition to its other types. Mana abilities of this land cost an additional 1 life to activate. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thran Portal Land -- Gate This land enters tapped unless you control two or fewer other lands. As this land enters, choose a basic land type. This land is the chosen type in addition to its other types. Mana abilities of this land cost an additional 1 life to activate. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

②R

Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell.

[sidebar]

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3 G

Destroy all artifacts and enchantments. For each permanent destroyed this way, its controller creates a 3/3 green Centaur creature token.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G

Destroy all artifacts and enchantments. For each permanent destroyed this way, its controller creates a 3/3 green Centaur creature token.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)
Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tear Asunder

① ② G

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)

Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tear Asunder

① ⑥

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)

Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tear Asunder

① ⑥

Instant

Kicker {1}{B} (You may pay an additional {1}{B} as you cast this spell.)

Exile target artifact or enchantment. If this spell was kicked, exile target nonland permanent instead.

[sidebar]

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