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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bitter Reunion {1}{R}

Enchantment

When this enchantment enters, you may discard a card. If you do, draw two cards.
{1}, Sacrifice this enchantment: Creatures you control gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Call Damage Control {1}{G}

Sorcery

Choose up to two. Return those cards from your graveyard to your hand.
* Target artifact card.
* Target creature card.
* Target enchantment card.
* Target land card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cliffgate

Land -- Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cliffgate

Land -- Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cliffgate

Land -- Gate

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

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Cliffgate

Land -- Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian of the Guildpact {3}{W}

Creature -- Spirit

Protection from monocolored

2/3

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Hawkeye's Bow {R}

Artifact -- Equipment

Equipped creature gets +1/+0 and has reach.
Whenever equipped creature becomes tapped, it deals 1 damage to each opponent.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Journey to Nowhere {1}{W}

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When this enchantment enters, exile target creature.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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

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

Melded Moxite {1}{R}

Artifact

When this artifact enters, you may discard a card. If you do, draw two cards.
{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this artifact enters, you may discard a card. If you do, draw two cards.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {R}.)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - MonoRedEphemerate - Naya Gates (Pauper 1K Ticketpalooza - CubeCon DMV) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Strands {2}{W}

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 PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pursue the Past {R}{W}

Sorcery

You gain 2 life. You may discard a card. If you do, draw two cards.
Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancor {G}

Enchantment -- Aura

Enchant creature
Enchanted creature gets +2/+0 and has trample.
When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.

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

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sneaky Snacker {U}{B}

Creature -- Faerie Rogue

Flying
When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sneaky Snacker {U}{B}

Creature -- Faerie Rogue

Flying
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When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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Writhing Chrysalis (2)(R)(G)

Creature -- Eldrazi Drone

Devoid (This card has no color.)
When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."
Reach
Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Reach
Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancient Grudge (1)(R)

Instant

Destroy target artifact.
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Electrickery (R)

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.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Electrickery (R)

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.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flaring Pain (1)(R)

Instant

Damage can't be prevented this turn.
Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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Guardian of the Guildpact {3}{W}

Creature -- Spirit

Protection from monocolored

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian of the Guildpact {3}{W}

Creature -- Spirit

Protection from monocolored

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nihil Spellbomb {1}

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast {R}

Instant

Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's blue.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Acolyte {1}{W}

Creature -- Dwarf Warlock

Lifelink
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dwarf Warlock

Lifelink
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Standard Bearer {1}{W}

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

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[sideboard]

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