

## 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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## 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.

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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.

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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.

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## Citadel Gate

Land - - Gate

This land enters tapped.  
As this land enters, choose a color  
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{T}: Add {W} or one mana of the  
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| <div><div>Citadel Gate</div><div>Land -- Gate</div><div><p>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Citadel Gate</div><div>Land -- Gate</div><div><p>This land enters tapped.<br/>As this land enters, choose a color other than white.<br/>{T}: Add {W} or one mana of the chosen color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cliffgate</div><div>Land -- Gate</div><div><p>This land enters tapped.<br/>As this land enters, choose a color other than red.<br/>{T}: Add {R} or one mana of the chosen color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div>Cliffgate</div><div>Land -- Gate</div><div><p>This land enters tapped.<br/>As this land enters, choose a color other than red.<br/>{T}: Add {R} or one mana of the chosen color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |
| <div><div>Cliffgate</div><div>Land -- Gate</div><div><p>This land enters tapped.<br/>As this land enters, choose a color other than red.<br/>{T}: Add {R} or one mana of the chosen color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Cliffgate</div><div>Land -- Gate</div><div><p>This land enters tapped.<br/>As this land enters, choose a color other than red.<br/>{T}: Add {R} or one mana of the chosen color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Journey to Nowhere</div><div>Enchantment</div><div><p>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Journey to Nowhere</div><div>Enchantment</div><div><p>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div><div><div></div><div>R</div></div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                       | <div><div><div><div><div><div></div><div><b>Lightning Bolt</b></div><div><div><div><div></div><div>R</div></div></div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                                                                                       | <div><div><div><div><div><div></div><div><b>Malevolent Rumble</b></div><div><div><div><div></div><div>1</div><div>G</div></div></div></div><div>Sorcery</div><div>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}."</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Malevolent Rumble</b></div><div><div><div><div></div><div>1</div><div>G</div></div></div></div><div>Sorcery</div><div>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}."</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |
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| <div><div>Melded Moxite</div><div><div>1</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, you may discard a card. If you do, draw two cards.<br/>{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Melded Moxite</div><div><div>1</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, you may discard a card. If you do, draw two cards.<br/>{3}, Sacrifice this artifact: Create a tapped 2/2 colorless Robot artifact creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           |
| <div><div>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                        | <div><div>Outlaw Medic</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Human Rogue</div> <div>Lifelink<br/>When this creature dies, draw a card.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div><div>Outlaw Medic</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Human Rogue</div> <div>Lifelink<br/>When this creature dies, draw a card.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Outlaw Medic</div><div><div>1</div><div>W</div></div></div> <div>Creature -- Human Rogue</div> <div>Lifelink<br/>When this creature dies, draw a card.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Prismatic Strands</div><div><div>2</div><div>W</div></div></div><div><div>Instant</div><div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Prismatic Strands</div><div><div>2</div><div>W</div></div></div><div><div>Instant</div><div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Prismatic Strands</div><div><div>2</div><div>W</div></div></div><div><div>Instant</div><div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Prismatic Strands</div><div><div>2</div><div>W</div></div></div><div><div>Instant</div><div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div> <div>Pursue the Past</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            | <div> <div>Pursue the Past</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            | <div> <div>Pursue the Past</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            | <div> <div>Pursue the Past</div> <div> <div>R</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            |
| <div> <div>Sacred Cat</div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> <p>Lifelink<br/> 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.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sacred Cat</div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> <p>Lifelink<br/> 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.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sacred Cat</div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> <p>Lifelink<br/> 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.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sacred Cat</div> <div> <div>W</div> </div> </div> <div>Creature -- Cat</div> <div> <p>Lifelink<br/> 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.)</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Sneaky Snacker</b> <span>U</span> <span>B</span><br>Creature -- Faerie Rogue<br>Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                | <b>Sneaky Snacker</b> <span>U</span> <span>B</span><br>Creature -- Faerie Rogue<br>Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                | <b>Sneaky Snacker</b> <span>U</span> <span>B</span><br>Creature -- Faerie Rogue<br>Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                | <b>Sneaky Snacker</b> <span>U</span> <span>B</span><br>Creature -- Faerie Rogue<br>Flying<br>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.<br>2/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                |
| <b>Thraben Charm</b> <span>1</span> <span>W</span><br>Instant<br>Choose one --<br>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br>* Destroy target enchantment.<br>* Exile any number of target players' graveyards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thraben Charm</b> <span>1</span> <span>W</span><br>Instant<br>Choose one --<br>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br>* Destroy target enchantment.<br>* Exile any number of target players' graveyards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thraben Charm</b> <span>1</span> <span>W</span><br>Instant<br>Choose one --<br>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br>* Destroy target enchantment.<br>* Exile any number of target players' graveyards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thraben Charm</b> <span>1</span> <span>W</span><br>Instant<br>Choose one --<br>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br>* Destroy target enchantment.<br>* Exile any number of target players' graveyards.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Writhing Chrysalis</b> (2)(R)(G)<br>Creature -- Eldrazi Drone<br>Devoid (This card has no color.)<br>When you cast this spell, create two 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br>Reach<br>Whenever you sacrifice another Eldrazi, put a +1/+1 counter on this creature.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ancient Grudge</b> (1)(R)<br>Instant<br>Destroy target artifact.<br>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                 | <b>Breath Weapon</b> (2)(R)<br>Instant<br>Breath Weapon deals 2 damage to each non-Dragon creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                      | <b>Breath Weapon</b> (2)(R)<br>Instant<br>Breath Weapon deals 2 damage to each non-Dragon creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                      | <b>Breath Weapon</b> (2)(R)<br>Instant<br>Breath Weapon deals 2 damage to each non-Dragon creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                      |

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| <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard]                      | <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard]                      | <b>Dust to Dust</b> (1)(W)(W)<br><hr/> Sorcery<br><hr/> Exile two target artifacts.<br><br>[sideboard]                                                              | <b>Flaring Pain</b> (1)(R)<br><hr/> Instant<br><hr/> Damage can't be prevented this turn. Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br><br>[sideboard] |
| <b>Guardian of the Guildpact</b> (3)(W)<br><hr/> Creature -- Spirit<br><hr/> Protection from monocolored<br><br>[sideboard] | <b>Guardian of the Guildpact</b> (3)(W)<br><hr/> Creature -- Spirit<br><hr/> Protection from monocolored<br><br>[sideboard] | <b>Pyroblast</b> (R)<br><hr/> Instant<br><hr/> Choose one --<br>* Counter target spell if it's blue.<br>* Destroy target permanent if it's blue.<br><br>[sideboard] | <b>Pyroblast</b> (R)<br><hr/> Instant<br><hr/> Choose one --<br>* Counter target spell if it's blue.<br>* Destroy target permanent if it's blue.<br><br>[sideboard]                                            |

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| <div> <div>Tamiyo's Safekeeping</div> <div> <div>Instant</div> <div> <p>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tamiyo's Safekeeping</div> <div> <div>Instant</div> <div> <p>Target permanent you control gains hexproof and indestructible until end of turn. You gain 2 life. (A permanent with hexproof and indestructible can't be the target of spells or abilities your opponents control. Damage and effects that say "destroy" don't destroy it.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Vandalblast</div> <div> <div>Sorcery</div> <div> <p>Destroy target artifact you don't control.</p> <p>Overload {4}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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