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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Black Dragon Gate

Land -- Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Black Dragon Gate

Land -- Gate

This land enters tapped.
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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.
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.
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.
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

Corrupted Conviction (B)

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

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Draw two cards.

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Daru Spiritualist (1)(W)

Creature -- Human Cleric

Whenever a Cleric creature you control becomes the target of a spell or ability, it gets +0/+2 until end of turn.

1/1

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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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {C}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nomads en-Kor {W}

Creature -- Kor Nomad Soldier

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

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Outlaw Medic {1}{W}

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

1/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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({T}: Add {W}.)

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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.)

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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

Sagu Wildling {4}{G}

Creature -- Dragon

Flying
When this creature enters, you gain 3 life.

3/3

- - - ADVENTURE - - -

Roost Seek {G}

Sorcery -- Omen

Search your library for a basic land card, reveal it, put it into your hand, then shuffle. (Also shuffle this card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Severed Strands {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature.
You gain life equal to the sacrificed creature's toughness.
Destroy target creature an opponent controls.

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Sorcery

As an additional cost to cast this spell, sacrifice a creature.
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Sheltering Word {1}{G}

Instant

Target creature you control gains hexproof until end of turn. You gain life equal to that creature's toughness. (A creature with hexproof can't be the target of spells or abilities your opponents control.)

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Spirit en-Kor {3}{W}

Creature -- Kor Spirit

Flying
{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Task Force {2}{W}

Creature -- Human Rebel

Whenever this creature becomes the target of a spell or ability, it gets +0/+3 until end of turn.

1/3

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Village Rites (B)

Instant

As an additional cost to cast this spell, sacrifice a creature.
Draw two cards.

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Crimson Acolyte (1)(W)

Creature -- Human Cleric

Protection from red
{W}: Target creature gains protection from red until end of turn.

[sideboard]

1/1

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[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Obsidian Acolyte (1)(W)

Creature -- Human Cleric

Protection from black
{W}: Target creature gains protection from black until end of turn.

[sideboard]

1/1

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{W}: Target creature gains protection from black until end of turn.

[sideboard]

1/1

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]

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Instant

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Pyroblast (R)

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Choose one --
* Counter target spell if it's blue.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
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[sideboard]

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