

## 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

## 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

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

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## Bojuka Boq

Land

This land enters tapped.  
When this land enters, exile target  
player's graveyard.  
{T}: Add {B}.

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## Campfire

①

Artifact

{1}, {T}: You gain 2 life.  
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Campfire

①

Artifact

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| <div><div>Crypt Rats</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Rat</div><div>{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Crypt Rats</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Rat</div><div>{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Crypt Rats</div><div><div>2</div><div>B</div></div></div> <div><div>Creature -- Rat</div><div>{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Darkness</div><div><div>B</div></div></div> <div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   |
| <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deadly Dispute</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature. Draw two cards and create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Eviscerator's Insight 1B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                | <div>Eviscerator's Insight 1B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Eviscerator's Insight 1B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards.<br/>Flashback {4}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Fanatical Offering 1B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Fanatical Offering 1B</div> <div>Instant</div> <div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>Draw two cards and create a Map token. (It's an artifact with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                         | <div>Golgari Rot Farm</div> <div>Land</div> <div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {B}{G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                       | <div>Heaped Harvest 2G</div> <div>Artifact -- Food</div> <div>When this artifact enters and when you sacrifice it, you may search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{2}, {T}, Sacrifice this artifact: You gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               |

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| <div>Heap Gate</div> <div>Land -- Gate</div> <div>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{1}, {T}, Tap an untapped Gate you control: Create a Treasure token.<br/>(It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heap Gate</div> <div>Land -- Gate</div> <div>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{1}, {T}, Tap an untapped Gate you control: Create a Treasure token.<br/>(It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heap Gate</div> <div>Land -- Gate</div> <div>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{1}, {T}, Tap an untapped Gate you control: Create a Treasure token.<br/>(It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Heap Gate</div> <div>Land -- Gate</div> <div>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{1}, {T}, Tap an untapped Gate you control: Create a Treasure token.<br/>(It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Ichor Wellspring②</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <div>Ichor Wellspring②</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <div>Ichor Wellspring②</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         | <div>Ichor Wellspring②</div> <div>Artifact</div> <div>When this artifact enters or is put into a graveyard from the battlefield, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                         |

## Land

This land enters tapped.  
When this land enters, create a 0/1  
green Plant creature token.  
{T}: Add {G}.

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When this land enters, create a 0/1  
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{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact -- Food

When this artifact enters, scry 1, then draw a card.  
{2}, {T}, Sacrifice this artifact: You gain 3 life.  
When this artifact is put into a graveyard from the battlefield, its owner shuffles it into their library.

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②

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When this artifact enters, scry 1, then draw a card.

{2}, {T}, Sacrifice this artifact: You gain 3 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

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| <div><div>Manor Gate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>As this land enters, choose a color other than green.<br/>{T}: Add {G} or one mana of the chosen color.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             | <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                        |
| <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Reckoner's Bargain</div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice an artifact or creature.<br/>You gain life equal to the sacrificed permanent's mana value.<br/>Draw two cards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Respite</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn. You gain 1 life for each attacking creature.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                    | <div><div>Stream of Thought</div><div>Sorcery</div><div>Target player mills four cards. You shuffle up to four cards from your graveyard into your library.<br/>Replicate {2}{U}{U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                      | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                      | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                      | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          |
| <div>Tangle16</div> <div>Instant</div> <div>Prevent all combat damage that would be dealt this turn.<br/>Each attacking creature doesn't untap during its controller's next untap step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tangle16</div> <div>Instant</div> <div>Prevent all combat damage that would be dealt this turn.<br/>Each attacking creature doesn't untap during its controller's next untap step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Tangle16</div> <div>Instant</div> <div>Prevent all combat damage that would be dealt this turn.<br/>Each attacking creature doesn't untap during its controller's next untap step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Toxin AnalysisB</div> <div>Instant</div> <div>Target creature gains deathtouch and lifelink until end of turn.<br/>Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

1 B

Enchant player  
Whenever a creature enchanted player  
controls enters, that player loses 1  
life and you gain 1 life.

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1 B

Enchant player  
Whenever a creature enchanted player  
controls enters, that player loses 1  
life and you gain 1 life.

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① ⑥

You gain 3 life.  
Storm (When you cast this spell,  
copy it for each spell cast before  
it this turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

You gain 3 life.  
Storm (When you cast this spell,  
copy it for each spell cast before  
it this turn.)

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②R

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② R

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

[sidebar]

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3 W

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.

[sidebar]

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2 B

{X}: This creature deals X damage to each creature and each player. Spend only black mana on X.

[sidebar]

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| <b>Faerie Macabre</b> ①B B<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                     | <b>Faerie Macabre</b> ①B B<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                 | <b>Liquify</b> ②U<br>Instant<br>Counter target spell with mana value 3 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Liquify</b> ②U<br>Instant<br>Counter target spell with mana value 3 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Liquify</b> ②U<br>Instant<br>Counter target spell with mana value 3 or less. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Murmuring Mystic</b> ③U<br>Creature -- Human Wizard<br>Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.<br>[sideboard]<br>1/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Murmuring Mystic</b> ③U<br>Creature -- Human Wizard<br>Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.<br>[sideboard]<br>1/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Relic of Progenitus</b> ①<br>Artifact<br>{T}: Target player exiles a card from their graveyard.<br>{1}, Exile this artifact: Exile all graveyards. Draw a card.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev              |

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| <div> <div>Relic of Progenitus</div> <div>1</div> </div> <div>Artifact</div> <div> {T}: Target player exiles a card from their graveyard.<br/> {1}, Exile this artifact: Exile all graveyards. Draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Snuff Out</div> <div>3B</div> </div> <div>Instant</div> <div> If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/> Destroy target nonblack creature. It can't be regenerated. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <div>Weather the Storm</div> <div>1G</div> </div> <div>Instant</div> <div> You gain 3 life.<br/> Storm (When you cast this spell, copy it for each spell cast before it this turn.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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