

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

Basilisk Gate

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{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

Land -- Gate

This land enters tapped.
As this land enters, choose a color
other than black.
{T}: Add {B} or one mana of the
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{T}: Add {B} or one mana of the
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy

(B)

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cabal Therapy

(B)

Sorcery

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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B

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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B

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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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①②

Creature -- Spirit

Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying.

2/2

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① ② W

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Clarion Spirit 1 W Creature -- Spirit Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clarion Spirit 1 W Creature -- Spirit Whenever you cast your second spell each turn, create a 1/1 white Spirit creature token with flying. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gitaxian Probe UP Sorcery ({U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gitaxian Probe UP Sorcery ({U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Gitaxian Probe UP Sorcery ({U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gitaxian Probe UP Sorcery ({U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gond Gate Land -- Gate Gates you control enter untapped. {T}: Add {C}. {T}: Add one mana of any color that a Gate you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gond Gate Land -- Gate Gates you control enter untapped. {T}: Add {C}. {T}: Add one mana of any color that a Gate you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hidden Stockpile W B Enchantment Revolt -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, create a 1/1 colorless Servo artifact creature token. {1}, Sacrifice a creature: Scry 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Karakas Legendary Land {T}: Add {W}. {T}: Return target legendary creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lingering Souls 2 W Sorcery Create two 1/1 white Spirit creature tokens with flying. Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Lingering Souls 2 W Sorcery Create two 1/1 white Spirit creature tokens with flying. Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lingering Souls 2 W Sorcery Create two 1/1 white Spirit creature tokens with flying. Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lingering Souls 2 W Sorcery Create two 1/1 white Spirit creature tokens with flying. Flashback {1}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Marionette Apprentice 1 B Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev 1/2

Marionette Apprentice 1B Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marionette Apprentice 1B Creature -- Human Artificer Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orzhov Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orzhov Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Orzhov Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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Prismatic Ending

(X) (W)

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Ending

(X) (W)

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Ending

(X)(W)

Sorcery

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Converge -- Exile target nonland
permanent if its mana value is less
than or equal to the number of
colors of mana spent to cast this
spell.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Oblivion

WB

Sorcery

As an additional cost to cast this spell, sacrifice a nonland permanent.
Exile target nonland permanent.
Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rite of Oblivion

WB

Sorcery

As an additional cost to cast this spell, sacrifice a nonland permanent.
Exile target nonland permanent.
Flashback {2}{W}{B} (You may cast this card from your graveyard for its flashback cost and any additional costs. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Cat

W

Creature -- Cat

Lifelink
Embaln {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. Embaln only as a sorcery.)

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.)

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 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullclamp 1 Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullclamp 1 Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Skullclamp 1 Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp ({T} : Add {B} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swords to Plowshares W Instant Exile target creature. Its controller gains life equal to its power. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Doherty, Jack - FreeForm (Noble Autumn Quarterly)

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.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

W

Exile target creature. Its controller gains life equal to its power.

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W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

```
Choose one --
* Thracen 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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W

You gain hexproof until your next turn. You gain 2 life.
Rebound (If you cast this spell from your hand, exile it as it resolves.
At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

You gain hexproof until your next turn. You gain 2 life.
Rebound (If you cast this spell from your hand, exile it as it resolves.
At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

You gain hexproof until your next turn. You gain 2 life.
Rebound (If you cast this spell from your hand, exile it as it resolves.
At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Each player can't cast more than one noncreature spell each turn.

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W

Each player can't cast more than one noncreature spell each turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Exile target artifact, enchantment,
or creature with power 4 or greater.

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① ② W

Exile target artifact, enchantment,
or creature with power 4 or greater.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W B

Revolt -- At the beginning of your end step, if a permanent left the battlefield under your control this turn, create a 1/1 colorless Servo artifact creature token.

{1}, Sacrifice a creature: Scry 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Haunt (When this creature dies, exile it haunting target creature.)
When this creature enters or the creature it haunts dies, choose one --

- * Creatures you control get +1/+1 until end of turn.
- * Creatures you don't control get -1/-1 until end of turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

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When this creature enters or the creature it haunts dies, choose one

--

- * Creatures you control get +1/+1 until end of turn.
- * Creatures you don't control get -1/-1 until end of turn.

1/1

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Stone of Erech 1 Legendary Artifact If a creature an opponent controls would die, exile it instead. {2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stone of Erech 1 Legendary Artifact If a creature an opponent controls would die, exile it instead. {2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stone of Erech 1 Legendary Artifact If a creature an opponent controls would die, exile it instead. {2}, {T}, Sacrifice Stone of Erech: Exile target player's graveyard. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	