

## 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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② W W

## Sorcery

Create two 1/1 white Bird creature tokens with flying.  
Flashback--Tap three untapped white creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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② ① ②

## Sorcery

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② ⑤ ⑤

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| <div><div><b>Boros Garrison</b></div><div>Land</div><div><p>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {R}{W}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    | <div><div><b>Boros Guildgate</b></div><div>Land -- Gate</div><div><p>This land enters tapped.<br/>{T}: Add {R} or {W}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                 | <div><div><b>Citadel Gate</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Citadel Gate</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Citadel Gate</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Citadel Gate</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Cliffgate</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      | <div><div><b>Cliffgate</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      |

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| <div><div>Cliffgate</div><div>Land -- Gate</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Cliffgate</div><div>Land -- Gate</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Dawnbringer Cleric</div><div>1W</div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one --<br/>* Cure Wounds -- You gain 2 life.<br/>* Dispel Magic -- Destroy target enchantment.<br/>* Gentle Repose -- Exile target card from a graveyard.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dawnbringer Cleric</div><div>1W</div><div>Creature -- Human Cleric</div><div>When this creature enters, choose one --<br/>* Cure Wounds -- You gain 2 life.<br/>* Dispel Magic -- Destroy target enchantment.<br/>* Gentle Repose -- Exile target card from a graveyard.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Faithless Looting</div><div>R</div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faithless Looting</div><div>R</div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faithless Looting</div><div>R</div><div>Sorcery</div><div>Draw two cards, then discard two cards.<br/>Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div>Guardian of the Guildpact</div><div>3W</div><div>Creature -- Spirit</div><div>Protection from monocolored</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                |

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| <div><div><div>Journey to Nowhere</div><div>1W</div></div><div>Enchantment</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Journey to Nowhere</div><div>1W</div></div><div>Enchantment</div><div>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.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Lunarch Veteran</div><div>W</div></div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div><div>Lunarch Veteran</div><div>W</div></div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life.<br/>Disturb {1}{W} (You may cast this card from your graveyard transformed for its disturb cost.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    |
| <div><div><div>Luminous Phantom</div><div>1W</div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life.<br/>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Luminous Phantom</div><div>1W</div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life.<br/>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Luminous Phantom</div><div>1W</div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life.<br/>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Luminous Phantom</div><div>1W</div></div><div>Creature -- Spirit Cleric</div><div>Flying<br/>Whenever another creature you control leaves the battlefield, you gain 1 life.<br/>If Luminous Phantom would be put into a graveyard from anywhere, exile it instead.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Plains

Basic Land -- Plains

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

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②③

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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②⑤

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① ② W

Creature -- Human Wizard

When this creature enters, it  
connives. (Draw a card, then discard  
a card. If you discarded a nonland  
card, put a +1/+1 counter on this  
creature.)

2/1

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①②

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| <div><div><div>Raffine's Informant</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Human Wizard</div><div>When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</div><div><div>2/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>    | <div><div><div>Sacred Cat</div><div><div>W</div></div></div><div><div>Creature -- Cat</div><div>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.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Sacred Cat</div><div><div>W</div></div></div><div><div>Creature -- Cat</div><div>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.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Sacred Cat</div><div><div>W</div></div></div><div><div>Creature -- Cat</div><div>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.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Sacred Cat</div><div><div>W</div></div></div><div><div>Creature -- Cat</div><div>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.)</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Squadron Hawk</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>    | <div><div><div>Squadron Hawk</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>    | <div><div><div>Squadron Hawk</div><div><div>1</div><div>W</div></div></div><div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>    |

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| <div><div>Squadron Hawk</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Bird</div><div>Flying</div><div>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thraben Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thraben Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thraben Inspector</div><div><div>W</div></div></div> <div><div>Creature -- Human Soldier</div><div>When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div><div><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one --</div><div>* Destroy target creature with toughness 4 or greater.</div><div>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div>Destroy Evil</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Choose one --</div><div>* Destroy target creature with toughness 4 or greater.</div><div>* Destroy target enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      |

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| <div><div>Electrickery</div><div><div>R</div></div></div> <div>Instant</div> <div>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.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Electrickery</div><div><div>R</div></div></div> <div>Instant</div> <div>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.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Electrickery</div><div><div>R</div></div></div> <div>Instant</div> <div>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.")</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Ramosian Rally</div><div><div>3</div><div>W</div></div></div> <div>Instant</div> <div>If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost. Creatures you control get +1/+1 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Ramosian Rally</div><div><div>3</div><div>W</div></div></div> <div>Instant</div> <div>If you control a Plains, you may tap an untapped creature you control rather than pay this spell's mana cost. Creatures you control get +1/+1 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>       | <div><div>Red Elemental Blast</div><div><div>R</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div><div>Red Elemental Blast</div><div><div>R</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                           | <div><div>Red Elemental Blast</div><div><div>R</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                     |

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| <div> <div> Red Elemental Blast (R) </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target blue spell.</li> <li>* Destroy target blue permanent.</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Standard Bearer (1)(W) </div> <div> Creature -- Human Flagbearer </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Standard Bearer (1)(W) </div> <div> Creature -- Human Flagbearer </div> <div> 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. </div> <div> [sideboard] </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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