

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.
As this land enters, choose a color
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{T}: Add {B} or one mana of the
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Black Dragon Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bojuka Bog

Land

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

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Bojuka Bog

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coalition Honor Guard (3)(W) Creature -- Human Flagbearer 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. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coalition Honor Guard (3)(W) Creature -- Human Flagbearer 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. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Rats (2)(B) Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crypt Rats (2)(B) Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Crypt Rats (2)(B) Creature -- Rat {X}: This creature deals X damage to each creature and each player. Spend only black mana on X. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkness (B) Instant Prevent all combat damage that would be dealt this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Dispute (1)(B) Instant 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deadly Dispute (1)(B) Instant 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Fanatical Offering ①B Instant As an additional cost to cast this spell, sacrifice an artifact or creature. 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golgari Rot Farm Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev
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Lembas2 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lembas2 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manor Gate 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Manor Gate 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Manor Gate 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace1G Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace1G Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Moment's Peace1G Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Moment's Peace ①⑥ Instant Prevent all combat damage that would be dealt this turn. Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Respite ①⑥ Instant Prevent all combat damage that would be dealt this turn. You gain 1 life for each attacking creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stream of Thought ① Sorcery Target player mills four cards. You shuffle up to four cards from your graveyard into your library. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Weather the Storm ①⑥ Instant 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 PLAYbotbox.dev	Crop Rotation ⑥ Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crop Rotation ⑥ Instant As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Ⓑ Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

1/1

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`{X}{X}{1}`: Destroy target
noncreature artifact with mana value
`X`.

1/1

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① W

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

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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

1/1

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①

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{T}: Target player exiles a card
from their graveyard.
{1}, Exile this artifact: Exile all
graveyards. Draw a card.
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②R

Scattershot deals 1 damage to target creature.

Storm (when you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

②R

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Scattershot deals 1 damage to target creature.

Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

②R

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2 B

Sacrifice this enchantment: Destroy target nonblack creature. It can't be regenerated.

2 B

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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Seal of Doom 2 B Enchantment Sacrifice this enchantment: Destroy target nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snuff Out 3 B Instant If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost. Destroy target nonblack creature. It can't be regenerated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Troublemaker Ouphe 1 G Creature -- Ouphe Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Troublemaker Ouphe 1 G Creature -- Ouphe Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) When this creature enters, if it was bargained, exile target artifact or enchantment an opponent controls. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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