## Celestial Colonnade

Land

This land enters tapped.
{T}: Add {W} or {U}.
{3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

This land enters tapped.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cryptic Command (1)(U)(U)(U)

Instant

Choose two --
* Counter target spell.
* Return target permanent to its owner's hand.
* Tap all creatures your opponents control.
* Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Cryptic Command (1)(U)(U)(U)

Instant

Choose two --
* Counter target spell.
* Return target permanent to its owner's hand.
* Tap all creatures your opponents control.
* Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Dismember (1)(BP)(BP)

Instant

({B/P} can be paid with either {B} or 2 life.)
Target creature gets -5/-5 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Flooded Strand

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Glez, Cami - FreeForm (Liga modern 2015 ACUP Jornada IV)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## Gideon Jura {3}{W}{W}

Legendary Planeswalker -- Gideon

[+2]: During target opponent's next turn, creatures that player controls attack Gideon Jura if able.
[-2]: Destroy target tapped creature.
[0]: Until end of turn, Gideon Jura becomes a 6/6 Human Soldier creature that's still a planeswalker. Prevent all damage that would be dealt to him this turn.

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jace, Architect of Thought {2}{U}{U}

Legendary Planeswalker -- Jace

[+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn.
[-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order.
[-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs.

**L 4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jace, Vryn's Prodigy {1}{U}

Legendary Creature -- Human Wizard

{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.

**0/2**

- - - BACK FACE - - -

## Jace, Telepath Unbound

Legendary Planeswalker -- Jace

[+1]: Up to one target creature gets -2/-0 until your next turn.
[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.
[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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Legendary Creature -- Human Wizard

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[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Mystic Gate

Land

{T}: Add {C}.
{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Negate {1}{U}

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Negate {1}{U}

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Ojutai's Command {2}{W}{U}

Instant

Choose two --
* Return target creature card with mana value 2 or less from your graveyard to the battlefield.
* You gain 4 life.
* Counter target creature spell.
* Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Choose two --
* Return target creature card with mana value 2 or less from your graveyard to the battlefield.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Choose two --
* Return target creature card with mana value 2 or less from your graveyard to the battlefield.
* You gain 4 life.
* Counter target creature spell.
* Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Glez, Cami - FreeForm (Liga modern 2015 ACUP Jornada IV)** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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## Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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## Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Restoration Angel {3}{W}

Creature -- Angel

Flash
Flying
When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Restoration Angel {3}{W}

Creature -- Angel

Flash
Flying
When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Glez, Cami - FreeForm (Liga modern 2015 ACUP Jornada IV)** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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## Serum Visions {U}

Sorcery

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Serum Visions {U}

Sorcery

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snapcaster Mage {1}{U}

Creature -- Human Wizard

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snapcaster Mage {1}{U}

Creature -- Human Wizard

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snapcaster Mage {1}{U}

Creature -- Human Wizard

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Snare {U}

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Snare {U}

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sphinx's Revelation {X}{W}{U}{U}

Instant

You gain X life and draw X cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Spreading Seas {1}{U}

Enchantment -- Aura

Enchant land
When this Aura enters, draw a card.
Enchanted land is an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spreading Seas {1}{U}

Enchantment -- Aura

Enchant land
When this Aura enters, draw a card.
Enchanted land is an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Supreme Verdict {1}{W}{W}{U}

Sorcery

This spell can't be countered.
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

This spell can't be countered.
Destroy all creatures.

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## Supreme Verdict {1}{W}{W}{U}

Sorcery

This spell can't be countered.
Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tectonic Edge

Land

{T}: Add {C}.
{1}, {T}, Sacrifice this land:
Destroy target nonbasic land.
Activate only if an opponent
controls four or more lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Vendilion Clique {1}{U}{U}

Legendary Creature -- Faerie Wizard

Flash
Flying
When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

**3/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wall of Omens {1}{W}

Creature -- Wall

Defender
When this creature enters, draw a card.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Defender
When this creature enters, draw a card.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wall of Omens {1}{W}

Creature -- Wall

Defender
When this creature enters, draw a card.

**0/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Celestial Purge {1}{W}

Instant

Exile target black or red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Celestial Purge {1}{W}

Instant

Exile target black or red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disenchant {1}{W}

Instant

Destroy target artifact or enchantment.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dispel {U}

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Dispel** {U}

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Dispel** {U}

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Meddling Mage** {W}{U}

Creature -- Human Wizard

As this creature enters, choose a nonland card name.
Spells with the chosen name can't be cast.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Meddling Mage** {W}{U}

Creature -- Human Wizard

As this creature enters, choose a nonland card name.
Spells with the chosen name can't be cast.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Meddling Mage** {W}{U}

Creature -- Human Wizard

As this creature enters, choose a nonland card name.
Spells with the chosen name can't be cast.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Pithing Needle** {1}

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Relic of Progenitus** {1}

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Rest in Peace** {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Stony Silence** 1W

Enchantment

Activated abilities of artifacts can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Stony Silence** 1W

Enchantment

Activated abilities of artifacts can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Timely Reinforcements** 2W

Sorcery

If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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