Azorius Guildgate

Land -- Gate

This land enters tapped.
{T}: Add {W} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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Brainstorm (U)

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

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Citadel Gate

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

Citadel Gate

Land -- Gate

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell (U)(U)

Instant

Counter target spell.

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Counterspell {U}{U}

Instant

Counter target spell.

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Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glacial Floodplain

Snow Land -- Plains Island

({T}: Add {W} or {U}.)
This land enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Guardian of the Guildpact {3}{W}

Creature -- Spirit

Protection from monocolored

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.")

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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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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

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Lórien Revealed {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outlaw Medic {1}{W}

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

1/3

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Strands {2}{W}

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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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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sea Gate

Land -- Gate

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sea Gate

Land -- Gate

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As this land enters, choose a color other than blue.
{T}: Add {U} or one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sea Gate

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Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Squadron Hawk {1}{W}

Creature -- Bird

Flying
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.

1/1

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Modern Age {1}{U}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I, II -- Draw a card, then discard a card.
III -- Exile this Saga, then return it to the battlefield transformed under your control.

- - - BACK FACE - - -

Vector Glider

Enchantment Creature -- Spirit

Flying

2/3

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Enchantment Creature -- Spirit

Flying

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Charm {1}{W}

Instant

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Dust to Dust {1}{W}{W}

Sorcery

Exile two target artifacts.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dust to Dust {1}{W}{W}

Sorcery

Exile two target artifacts.

[sideboard]

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Dust to Dust {1}{W}{W}

Sorcery

Exile two target artifacts.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Envelop {U}

Instant

Counter target sorcery spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Envelop {U}

Instant

Counter target sorcery spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Red Elemental Blast {R}

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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Red Elemental Blast (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Suffocating Fumes (2)(B)

Instant

Creatures your opponents control get -1/-1 until end of turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

[sideboard]

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