## 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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Counterspell (U)(U)

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Crisci, Mirko - Pauper v3 Group D76B88 (The Modern Age // Vector Glider,** sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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.

## Counterspell {U}{U}

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Counter target spell.

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## Counterspell {U}{U}

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Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dispel {U}

Instant

Counter target instant spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dispel {U}

Instant

Counter target instant spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Envelop {U}

Instant

Counter target sorcery spell.

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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## Idyllic Beachfront

Land -- Plains Island

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

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({T}: Add {U}.)

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Outlaw Medic {1}{W}

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

1/3

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## 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Crisci, Mirko - Pauper v3 Group D76B88 (The Modern Age // Vector Glider,** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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.

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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



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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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## 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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Crisci, Mirko - Pauper v3 Group D76B88 (The Modern Age // Vector Glider,** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Vector Glider

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Breath Weapon {2}{R}

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Breath Weapon {2}{R}

Instant

Breath Weapon deals 2 damage to each non-Dragon creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Glorious Gale {1}{U}

Instant

Counter target creature spell. If it was a legendary spell, the Ring tempts you.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Crisci, Mirko - Pauper v3 Group D76B88 (The Modern Age // Vector Glider,** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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.

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Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Gorilla Shaman {R}

Creature -- Ape Shaman

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

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Guardian of the Guildpact {3}{W}

Creature -- Spirit

Protection from monocolored

[sideboard]

2/3

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]

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## 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

## Pyroblast {R}

Instant

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

[sideboard]

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## Pyroblast (R)

Instant

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

[sideboard]

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* Counter target spell if it's blue.
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[sideboard]

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Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Crisci, Mirko - Pauper v3 Group D76B88 (The Modern Age // Vector Glider,** sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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