

Azorius Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Azorius Guildgate Land -- Gate This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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 PLAYbotbox.dev	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 PLAYbotbox.dev
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 PLAYbotbox.dev	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 PLAYbotbox.dev	BrainstormⓈ Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	BrainstormⓈ Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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

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

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

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

U U

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U U

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Creature -- Spirit

Protection from monocolored

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

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.")

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere

①②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere

① ② 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere

①②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere

①②

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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	Open the Gates Sorcery Search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Open the Gates Sorcery Search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Open the Gates Sorcery Search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Open the Gates Sorcery Search your library for a basic land card or Gate card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outlaw Medic Creature -- Human Rogue Lifelink When this creature dies, draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Outlaw Medic 1 W Creature -- Human Rogue Lifelink When this creature dies, draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outlaw Medic 1 W Creature -- Human Rogue Lifelink When this creature dies, draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Outlaw Medic 1 W Creature -- Human Rogue Lifelink When this creature dies, draw a card. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Rancor (G) Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.	Rancor (G) Enchantment -- Aura Enchant creature Enchanted creature gets +2/+0 and has trample. When this Aura is put into a graveyard from the battlefield, return it to its owner's hand.	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.)	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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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.)	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.)	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.	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.
1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Squadron Hawk 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Squadron Hawk 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Squadron Hawk 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Squadron Hawk 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Modern Age 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 PLAYbotbox.dev	The Modern Age 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 PLAYbotbox.dev

The Modern Age 1U 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	The Modern Age 1U 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	Thraben Charm 1W 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	Thraben Charm 1W 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
Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dust to Dust 1WWW 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dust to Dust 1 W W Sorcery Exile two target artifacts. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Nihil Spellbomb 1 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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	Standard Bearer 1 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Standard Bearer 1 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. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
---	--	--	--