

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	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

U

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Citadel 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.

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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.

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chosen color.

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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

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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 PLAYbotbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Counterspell U U Instant Counter target spell. 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	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	Idyllic Beachfront Land -- Plains Island ({T}: Add {W} or {U}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}): Add {U} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Journey to Nowhere1W 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 PLAYbotbox.dev
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Lórien Revealed3UU 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 PLAYbotbox.dev	Lórien Revealed3UU 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 PLAYbotbox.dev	Lórien Revealed3UU 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 PLAYbotbox.dev	PreordainU Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
PreordainU Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	PreordainU Sorcery Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Strands2W 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 Strands2W 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

② ② W

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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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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W

Lifelink

Embaln {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. Embaln only as a sorcery.)

1/1

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W

Lifelink

Emblem {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. Emblem only as a sorcery.)

1/1

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W

Lifelink

Embaln {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. Embaln only as a sorcery.)

1/1

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Lifelink

Embaln {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. Embaln only as a sorcery.)

1/1

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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.

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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.

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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 ①① 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 ①① 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	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 PLAYbotbox.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 PLAYbotbox.dev
Blue Elemental Blast ①U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast ①U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast ①U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Breath Weapon ②R Instant Breath Weapon deals 2 damage to each non-Dragon creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Destroy Evil1W Instant Choose one -- * Destroy target creature with toughness 4 or greater. * Destroy target enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Scatter1U Instant Counter target creature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Scatter1U Instant Counter target creature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Essence Scatter1U Instant Counter target creature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Essence Scatter ①②U Instant Counter target creature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast Ⓡ Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast Ⓡ Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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