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| <div><div>Azorius Guildgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Azorius Guildgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Azorius Guildgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Basilisk Gate</div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Basilisk Gate</div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basilisk Gate</div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Basilisk Gate</div><div>Land -- Gate</div><div>{T}: Add {C}.<br/>{2}, {T}: Target creature gets +X/+X until end of turn, where X is the number of Gates you control.<br/>Activate only as a sorcery.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |

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| <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Citadel Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than white. {T}: Add {W} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             |

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| <div>Counterspell</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                              | <div>Counterspell</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                  | <div>Deep Analysis</div> <div>Sorcery</div> <div>Target player draws two cards. Flashback--<math>\{1\}\{U\}</math>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Deep Analysis</div> <div>Sorcery</div> <div>Target player draws two cards. Flashback--<math>\{1\}\{U\}</math>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Guardian of the Guildpact</div> <div>Creature -- Spirit</div> <div>Protection from monocolored</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Heap Gate</div> <div>Land -- Gate</div> <div><math>\{T\}</math>: Add <math>\{C\}</math>.<br/> <math>\{1\}</math>, <math>\{T\}</math>: Add one mana of any color.<br/> <math>\{1\}</math>, <math>\{T\}</math>, Tap an untapped Gate you control: Create a Treasure token.<br/> (It's an artifact with "<math>\{T\}</math>,<br/> Sacrifice this token: Add one mana of any color.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Idyllic Beachfront</div> <div>Land -- Plains Island</div> <div>(<math>\{T\}</math>: Add <math>\{W\}</math> or <math>\{U\}</math>.)<br/> This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                               | <div>Island</div> <div>Basic Land -- Island</div> <div>(<math>\{T\}</math>: Add <math>\{U\}</math>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                     | <div><div>Island</div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Island</div><div>Basic Land -- Island</div><div>(T): Add U.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Journey to Nowhere1W</div><div>Enchantment</div><div>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Journey to Nowhere1W</div><div>Enchantment</div><div>When this enchantment enters, exile target creature.<br/>When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         |

① ②

Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}.

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① ②

Replicate {0} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

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

①②

When this creature enters, it  
connives. (Draw a card, then discard  
a card. If you discarded a nonland  
card, put a +1/+1 counter on this  
creature.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

When this creature enters, it  
connives. (Draw a card, then discard  
a card. If you discarded a nonland  
card, put a +1/+1 counter on this  
creature.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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| <div>Sea Gate</div> <div>Land -- Gate</div> <div>This land enters tapped.<br/>As this land enters, choose a color other than blue.<br/>{T}: Add {U} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                    | <div>Sea Gate</div> <div>Land -- Gate</div> <div>This land enters tapped.<br/>As this land enters, choose a color other than blue.<br/>{T}: Add {U} or one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                    | <div>Squadron Hawk</div> <div>1W</div> <div>Creature -- Bird</div> <div>Flying<br/>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               | <div>Squadron Hawk</div> <div>1W</div> <div>Creature -- Bird</div> <div>Flying<br/>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                               |
| <div>Squadron Hawk</div> <div>1W</div> <div>Creature -- Bird</div> <div>Flying<br/>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Squadron Hawk</div> <div>1W</div> <div>Creature -- Bird</div> <div>Flying<br/>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Modern Age</div> <div>1U</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>-----<br/>-- BACK FACE --</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Modern Age</div> <div>1U</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div> <div>-----<br/>-- BACK FACE --</div> <div>Vector Glider</div> <div>Enchantment Creature -- Spirit</div> <div>Flying</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>The Modern Age</div><div>①①</div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Vector Glider</div><div>Enchantment Creature -- Spirit</div><div>Flying</div></div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>The Modern Age</div><div>①①</div></div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Vector Glider</div><div>Enchantment Creature -- Spirit</div><div>Flying</div></div><div><div>2/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thraben Charm</div><div>①W</div></div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Thraben Charm</div><div>①W</div></div><div>Instant</div><div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                               |
| <div><div><div>Blue Elemental Blast</div><div>①U</div></div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                | <div><div><div>Blue Elemental Blast</div><div>①U</div></div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                | <div><div><div>Blue Elemental Blast</div><div>①U</div></div><div>Instant</div><div>Choose one --<br/>* Counter target red spell.<br/>* Destroy target red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div><div>Coalition Honor Guard</div><div>③W</div></div><div>Creature -- Human Flagbearer</div><div>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.</div><div>[sideboard]</div><div><div>2/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Coalition Honor Guard</div><div><div>3</div><div>W</div></div></div> <div><div>Creature -- Human Flagbearer</div><div>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.</div><div>[sideboard]</div><div><div>2/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Fiery Cannonade</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Fiery Cannonade deals 2 damage to each non-Pirate creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div>Fiery Cannonade</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Fiery Cannonade deals 2 damage to each non-Pirate creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                  | <div><div>Freewind Falcon</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Bird</div><div>Flying, protection from red</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                |
| <div><div>Freewind Falcon</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Bird</div><div>Flying, protection from red</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                        | <div><div>Freewind Falcon</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Bird</div><div>Flying, protection from red</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gorilla Shaman</div><div><div>R</div></div></div> <div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Gorilla Shaman</div><div><div>R</div></div></div> <div><div>Creature -- Ape Shaman</div><div>{X}{X}{1}: Destroy target noncreature artifact with mana value X.</div><div>[sideboard]</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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

[sideboard]

1/1

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①

{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]

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Choose one --

- \* Counter target blue spell.
- \* Destroy target blue permanent.

[sideboard]

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