

Azorius Guildgate <hr/> Land -- Gate <hr/> This land enters tapped. {T}: Add {W} or {U}.	Basilisk Gate <hr/> Land -- Gate <hr/> {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.	Basilisk Gate <hr/> Land -- Gate <hr/> {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.	Basilisk Gate <hr/> Land -- Gate <hr/> {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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Basilisk Gate <hr/> Land -- Gate <hr/> {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.	Brainstorm  <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.	Brainstorm  <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.	Brainstorm  <hr/> Instant <hr/> 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
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{T}: Add {W} or one mana of the
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U U

Instant

Counter target spell.

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②②

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UU

Instant

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<div> <div> Deep Analysis <div> <div>3</div> <div>U</div> </div> </div> <hr/> <div>Sorcery</div> <hr/> <div> Target player draws two cards. Flashback--$\{1\}\{U\}$, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Guardian of the Guildpact <div> <div>3</div> <div>W</div> </div> </div> <hr/> <div>Creature -- Spirit</div> <hr/> <div>Protection from monocolored</div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Guardian of the Guildpact <div> <div>3</div> <div>W</div> </div> </div> <hr/> <div>Creature -- Spirit</div> <hr/> <div>Protection from monocolored</div> <div> <div>2/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Heap Gate </div> <hr/> <div>Land -- Gate</div> <hr/> <div> $\{T\}$: 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.") </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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<div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed3UU</div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Outlaw Medic

① W

Creature -- Human Rogue

Lifelink
When this creature dies, draw a card.

1/3

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When this creature dies, draw a card.

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Prismatic Strands

②③

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
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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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 cards - Edo_01 - Pauper (Pauper League)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div>Sacred Cat</div><div>W</div><div>Creature -- Cat</div><div>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.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Cat</div><div>W</div><div>Creature -- Cat</div><div>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.)</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sea Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sea Gate</div><div>Land -- Gate</div><div>This land enters tapped. As this land enters, choose a color other than blue. {T}: Add {U} or one mana of the chosen color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<p>Squadron Hawk ① ①W</p> <p>Creature -- Bird</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Squadron Hawk ① ①W</p> <p>Creature -- Bird</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Squadron Hawk ① ①W</p> <p>Creature -- Bird</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Squadron Hawk ① ①W</p> <p>Creature -- Bird</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>The Modern Age ① ①U</p> <p>Enchantment -- Saga</p> <p>(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.</p> <p>----- - - - BACK FACE - - -</p> <p>Vector Glider</p> <p>Enchantment Creature -- Spirit</p> <p>Flying</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Modern Age ① ①U</p> <p>Enchantment -- Saga</p> <p>(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.</p> <p>----- - - - BACK FACE - - -</p> <p>Vector Glider</p> <p>Enchantment Creature -- Spirit</p> <p>Flying</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Modern Age ① ①U</p> <p>Enchantment -- Saga</p> <p>(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.</p> <p>----- - - - BACK FACE - - -</p> <p>Vector Glider</p> <p>Enchantment Creature -- Spirit</p> <p>Flying</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>The Modern Age ① ①U</p> <p>Enchantment -- Saga</p> <p>(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.</p> <p>----- - - - BACK FACE - - -</p> <p>Vector Glider</p> <p>Enchantment Creature -- Spirit</p> <p>Flying</p> <p>2/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Red Elemental Blast</div><div>R</div></div><div>Instant</div><div>Choose one -- * Counter target blue spell. * Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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