## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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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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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Land -- Gate

This land enters tapped.
As this land enters, choose a color other than white.
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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

## Counterspell (U)(U)

Instant

Counter target spell.

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**Counterspell** {U}{U}

Instant

Counter target spell.

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Instant

Counter target spell.

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**Dawnbringer Cleric** {1}{W}

Creature -- Human Cleric

When this creature enters, choose one --
* Cure Wounds -- You gain 2 life.
* Dispel Magic -- Destroy target enchantment.
* Gentle Repose -- Exile target card from a graveyard.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Dawnbringer Cleric** {1}{W}

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When this creature enters, choose one --
* Cure Wounds -- You gain 2 life.
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* Gentle Repose -- Exile target card from a graveyard.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Destroy Evil** {1}{W}

Instant

Choose one --
* Destroy target creature with toughness 4 or greater.
* Destroy target enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Dispel** {U}

Instant

Counter target instant 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



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**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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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}.)

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**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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## Ponder {U}

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

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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.)

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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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## 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.

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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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Playtest cards - Purgatory_01 - Pauper (Pauper League)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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


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Flying

2/3

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


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* Counter target red spell.
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Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[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]

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**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

**Destroy Evil** (1)(W)

Instant

Choose one --
* Destroy target creature with toughness 4 or greater.
* Destroy target enchantment.

[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 PLAY botbox.dev

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Sorcery

Exile two target artifacts.

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Sorcery

Exile two target artifacts.

[sideboard]

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Sorcery

Exile two target artifacts.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Essence Scatter** (1)(U)

Instant

Counter target creature spell.

[sideboard]

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**Red Elemental Blast** (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Red Elemental Blast** (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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**Red Elemental Blast** (R)

Instant

Choose one --
* Counter target blue spell.
* Destroy target blue permanent.

[sideboard]

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