

<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Flame of Anor1UR</div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Flame of Anor1UR</div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Flame of Anor</div><div><div>1</div><div>U</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Flame of Anor</div><div><div>1</div><div>U</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Flooded Strand</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Flooded Strand</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Flooded Strand</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Galvanic Discharge</div><div><div>R</div></div></div> <div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Galvanic Discharge</div><div><div>R</div></div></div> <div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Galvanic Discharge</div><div><div>R</div></div></div> <div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div><div>Galvanic Discharge</div><div>R</div></div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Invert Polarity</div><div>UUU</div></div><div>Instant</div><div>Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Island</div></div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Meticulous Archive</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mountain</div></div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Mystic Gate

Land

$\{T\}$: Add $\{C\}$.
 $\{W/U\}$, $\{T\}$: Add $\{W\}\{W\}$, $\{W\}\{U\}$, or
 $\{U\}\{U\}$.

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Mystic Gate

Land

$\{T\}$: Add $\{C\}$.
 $\{W/U\}$, $\{T\}$: Add $\{W\}\{W\}$, $\{W\}\{U\}$, or
 $\{U\}\{U\}$.

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Phlage, Titan of Fire's Fury (1)(R)(W)

Legendary Creature -- Elder Giant

When Phlage enters, sacrifice it unless it escaped.
Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.
Escape--**{R}{R}{W}{W}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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6/6

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Plains

Basic Land -- Plains

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

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Preordain

Sorcerv

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.)

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Preordain

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<div><div><div>Prismatic Ending</div><div><div>X</div><div>W</div></div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Prismatic Ending</div><div><div>X</div><div>W</div></div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Raugrin Triome</div></div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Sacred Foundry</div></div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Scalding Tarn</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Scalding Tarn</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Scalding Tarn</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Scalding Tarn</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div>Flash</div> <div>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div>Flash</div> <div>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div>Flash</div> <div>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div>Flash</div> <div>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Spell Snare</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Spell Snare</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Steam Vents</div> </div> <div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Steam Vents</div> </div> <div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div></div><div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Thundering Falls</div><div>Land -- Island Mountain</div></div><div><div>({T}: Add {U} or {R}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tune the Narrative</div><div>Instant</div></div><div><div>Draw a card. You get {E}{E} (two energy counters).</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tune the Narrative</div><div>Instant</div></div><div><div>Draw a card. You get {E}{E} (two energy counters).</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tune the Narrative</div><div>Instant</div></div><div><div>Draw a card. You get {E}{E} (two energy counters).</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

U

Draw a card. You get {E}{E} (two energy counters).

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X W W

You get $X\{E\}$ (energy counters), then you may pay any amount of $\{E\}$. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of $\{E\}$ paid this way.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X W W

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① ② W

Exile target black or red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Exile target black or red permanent.

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[sidebar]
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U

Replicate {1} (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 triggered ability or colorless spell.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Replicate {1} (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 triggered ability or colorless spell.

[sidebar]

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<div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Instant</div> <div>This spell can't be countered. Counter target noncreature spell.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div> <div>4/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div>Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand.</div> <div>[sideboard]</div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoke--Exile a blue card from your hand.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div>Artifact -- Vehicle</div> <div>{T}: Exile up to two target cards from a single graveyard.</div> <div>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</div> <div>Crew 2</div> <div>[sideboard]</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Wrath of the Skies</div> <div> <div>X</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div>You get X {E} (energy counters), then you may pay any amount of {E}.</div> <div>Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	