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| <div><div>Chain of Vapor</div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chain of Vapor</div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</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>                                                                                                                         | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</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>                                                                                                                                                                                                 | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                 | <div><div>Daze</div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Daze</div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Daze</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br/>Counter target spell unless its controller pays {1}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Flash of Insight</div><div><div>X</div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.<br/>Flashback--{1}{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                             | <div><div><div>Foil</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may discard an Island card and another card rather than pay this spell's mana cost.<br/>Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                   | <div><div><div>Gush</div><div><div>4</div><div>U</div></div></div><div><div>Instant</div><div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.<br/>Draw two cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>      | <div><div><div>Gush</div><div><div>4</div><div>U</div></div></div><div><div>Instant</div><div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.<br/>Draw two cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>      |

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| <div><div><div><b>Gush</b></div><div><div>4</div><div>U</div></div></div><div><div>Instant</div><div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   | <div><div><div><b>Gush</b></div><div><div>4</div><div>U</div></div></div><div><div>Instant</div><div>You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                   | <div><div><div><b>Impulse</b></div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Impulse</b></div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Impulse</b></div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Impulse</b></div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Island</b></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                          | <div><div><div><b>Island</b></div><div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>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>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> |

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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>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>Mishra's Factory</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Opt</div><div>Instant</div><div>Scry 1. (Look at the top card of your library. You may put that card on the bottom.)<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Phyrexian Dreadnought</div><div>Artifact Creature -- Phyrexian Dreadnought</div><div>Trample<br/>When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</div><div>12/12</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Phyrexian Dreadnought</div><div>Artifact Creature -- Phyrexian Dreadnought</div><div>Trample<br/>When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</div><div>12/12</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Dreadnought</div><div>Artifact Creature -- Phyrexian Dreadnought</div><div>Trample<br/>When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</div><div>12/12</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phyrexian Dreadnought</div><div>Artifact Creature -- Phyrexian Dreadnought</div><div>Trample<br/>When this creature enters, sacrifice it unless you sacrifice any number of creatures with total power 12 or greater.</div><div>12/12</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Portent</div><div>Sorcery</div><div>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.<br/>Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |

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| <div><div><div>Portent</div><div>①</div></div><div>Sorcery</div><div>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.<br/>Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Portent</div><div>①</div></div><div>Sorcery</div><div>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.<br/>Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Portent</div><div>①</div></div><div>Sorcery</div><div>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.<br/>Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Powder Keg</div><div>②</div></div><div>Artifact</div><div>At the beginning of your upkeep, you may put a fuse counter on this artifact.<br/>{T}, Sacrifice this artifact:<br/>Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Stifle</div><div>①</div></div><div>Instant</div><div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div><div>Stifle</div><div>①</div></div><div>Instant</div><div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div><div>Stifle</div><div>①</div></div><div>Instant</div><div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      | <div><div><div>Stifle</div><div>①</div></div><div>Instant</div><div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 |

U

Choose one --

```
Choose one --
* Target player mills four cards.
* Choose a land type and a basic
land type. Each land of the first
chosen type becomes the second
chosen type until end of turn.
* Target artifact phases out. (While
it's phased out, it's treated as
though it doesn't exist. It phases
in before its controller untaps
during their next untap step.)
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

Choose one --

- \* Target player mills four cards.
- \* Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn.
- \* Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

Choose one --

- \* Target player mills four cards.
- \* Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn.
- \* Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

Choose one --

- \* Target player mills four cards.
- \* Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn.
- \* Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target artifact or  
enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target artifact or  
enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target artifact or  
enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one - -

```
* Counter target red spell.
* Destroy target red permanent.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

```
Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's
red.
```

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Choose one --

- \* Counter target spell if it's red.
- \* Destroy target permanent if it's red.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

You may exile a blue card from your hand rather than pay this spell's mana cost.  
Change the target of target spell with a single target.

```
[sidebar]
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays {4}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

{T}, Sacrifice this artifact: Exile target player's graveyard.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As long as this artifact is untapped, players can't untap more than one land during their untap steps.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev