Consult the Star Charts (1)(U)

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cori Mountain Monastery

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {R}.
{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment (2)(W)(W)

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment (2)(W)(W)

Sorcery

Destroy all creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode (W)

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Scatter (1)(U)

Instant

Counter target creature spell.

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Firebending Lesson (R)

Instant -- Lesson

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic (R)

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flashback (R)

Instant

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.)

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Flashback (R)

Instant

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.)

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Great Hall of the Biblioplex

Land

{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.
{5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.

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Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Flood Maw (U)

Instant

Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)
Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeskai Revelation (4)(U)(R)(W)

Instant

Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeskai Revelation (4)(U)(R)(W)

Instant

Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.

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Jeskai Revelation {4}{U}{R}{W}

Instant

Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jeskai Revelation {4}{U}{R}{W}

Instant

Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Helix {R}{W}

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Helix {R}{W}

Instant

Lightning Helix deals 3 damage to any target and you gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mistrise Village

Land

This land enters tapped unless you control a Mountain or a Forest.
{T}: Add {U}.
{U}, {T}: The next spell you cast this turn can't be countered.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Negate {1}{U}

Instant

Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

No More Lies {W}{U}

Instant

Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Petrified Hamlet

Land

When this land enters, choose a land card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
Lands with the chosen name have "{T}: Add {C}."
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

({T}: Add {U} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Island Mountain

({T}: Add {U} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Island Mountain

({T}: Add {U} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Steam Vents

Land -- Island Mountain

({T}: Add {U} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stock Up {2}{U}

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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Stock Up (2)(U)

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stock Up (2)(U)

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormcarved Coast

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {U} or {R}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

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Sunbillow Verge

Land

{T}: Add {W}.
{T}: Add {R}. Activate only if you control a Mountain or a Plains.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tablet of Discovery (2)(R)

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)
{T}: Add {R}.
{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tablet of Discovery (2)(R)

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)
{T}: Add {R}.
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Tablet of Discovery {2}{R}

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)
{T}: Add {R}.
{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tablet of Discovery {2}{R}

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)
{T}: Add {R}.
{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thunder Magic {R}

Instant

Tiered (Choose one additional cost.)
* Thunder -- {0} -- Thunder Magic deals 2 damage to target creature.
* Thundara -- {3} -- Thunder Magic deals 4 damage to target creature.
* Thundaga -- {5}{R} -- Thunder Magic deals 8 damage to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traumatic Critique {X}{U}{R}

Instant

Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul {U}

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Day of Judgment {2}{W}{W}

Sorcery

Destroy all creatures.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke {1}{U}

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

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Emeritus of Ideation {3}{U}{U}

Creature -- Human Wizard

Flying, ward {2}
This creature enters prepared.
Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.

[sideboard]

5/5

- - - OTHER FACE - - -

Ancestral Recall {U}

Instant

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emeritus of Ideation {3}{U}{U}

Creature -- Human Wizard

Flying, ward {2}
This creature enters prepared.
Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.

[sideboard]

5/5

- - - OTHER FACE - - -

Ancestral Recall {U}

Instant

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flashfreeze {1}{U}

Instant

Counter target red or green spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

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Rest in Peace 1W

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace 1W

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Unagi of Kyoshi Island 3UU

Legendary Creature -- Serpent

Flash
Ward--Waterbend {4}. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {4}. They can tap their artifacts and creatures to help. Each one pays for {1}.)
Whenever an opponent draws their second card each turn, you draw two cards.

[sideboard]

5/5

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