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| <div><div><div>Akroma, Angel of Wrath (5)(W)(W)(W)</div><div>Legendary Creature -- Angel</div><div>Flying, first strike, vigilance, trample, haste, protection from black and from red</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                           | <div><div><div>Akroma, Angel of Wrath (5)(W)(W)(W)</div><div>Legendary Creature -- Angel</div><div>Flying, first strike, vigilance, trample, haste, protection from black and from red</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                              | <div><div><div>Black Vise (1)</div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                    | <div><div><div>Black Vise (1)</div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                    |
| <div><div><div>Black Vise (1)</div><div>Artifact</div><div>As this artifact enters, choose an opponent.<br/>At the beginning of the chosen player's upkeep, this artifact deals X damage to that player, where X is the number of cards in their hand minus 4.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Chain of Vapor (U)</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><div><div>Chain of Vapor (U)</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><div><div>Chain of Vapor (U)</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> |

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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>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> | <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>Foil</div><div>Instant</div><div>You may discard an Island card and another card rather than pay this spell's mana cost. Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Foil</div><div><div>2UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                      | <div><div>Forsaken City</div></div> <div><div>Land</div><div>This land doesn't untap during your untap step.<br/>At the beginning of your upkeep, you may exile a card from your hand. If you do, untap this land.<br/>{T}: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                         | <div><div>Forsaken City</div></div> <div><div>Land</div><div>This land doesn't untap during your untap step.<br/>At the beginning of your upkeep, you may exile a card from your hand. If you do, untap this land.<br/>{T}: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                         | <div><div>Forsaken City</div></div> <div><div>Land</div><div>This land doesn't untap during your untap step.<br/>At the beginning of your upkeep, you may exile a card from your hand. If you do, untap this land.<br/>{T}: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Forsaken City</div></div> <div><div>Land</div><div>This land doesn't untap during your untap step.<br/>At the beginning of your upkeep, you may exile a card from your hand. If you do, untap this land.<br/>{T}: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gaea's Blessing</div><div><div>1G</div></div></div> <div><div>Sorcery</div><div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Draw a card.<br/>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gaea's Blessing</div><div><div>1G</div></div></div> <div><div>Sorcery</div><div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Draw a card.<br/>When this card is put into your graveyard from your library, shuffle your graveyard into your library.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Gush</div><div><div>4U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                |

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You may return two Islands you control to their owner's hand rather than pay this spell's mana cost. Draw two cards.

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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>Oath of Druids1G</div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Oath of Druids1G</div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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| <div><div><div>Portent</div><div>Ⓢ</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>Ⓢ</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>Stasis</div><div>1Ⓢ</div></div><div>Enchantment</div><div>Players skip their untap steps.<br/>At the beginning of your upkeep, sacrifice this enchantment unless you pay {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div><div>Stasis</div><div>1Ⓢ</div></div><div>Enchantment</div><div>Players skip their untap steps.<br/>At the beginning of your upkeep, sacrifice this enchantment unless you pay {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          |
| <div><div><div>Stasis</div><div>1Ⓢ</div></div><div>Enchantment</div><div>Players skip their untap steps.<br/>At the beginning of your upkeep, sacrifice this enchantment unless you pay {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Stasis</div><div>1Ⓢ</div></div><div>Enchantment</div><div>Players skip their untap steps.<br/>At the beginning of your upkeep, sacrifice this enchantment unless you pay {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                | <div><div><div>Thwart</div><div>2Ⓢ</div></div><div>Instant</div><div>You may return three Islands you control to their owner's hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thwart</div><div>2Ⓢ</div></div><div>Instant</div><div>You may return three Islands you control to their owner's hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Treva's Ruins</div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {G}, {W}, or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treva's Ruins</div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {G}, {W}, or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treva's Ruins</div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {G}, {W}, or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Treva's Ruins</div><div>Land -- Lair</div><div>When this land enters, sacrifice it unless you return a non-Lair land you control to its owner's hand.<br/>{T}: Add {G}, {W}, or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Chill</div><div>Enchantment</div><div>Red spells cost {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Chill</div><div>Enchantment</div><div>Red spells cost {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Chill</div><div>Enchantment</div><div>Red spells cost {2} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Hydroblast</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |

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| <div><div>Mana Short</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>Tap all lands target player controls and that player loses all unspent mana.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                      | <div><div>Mana Short</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>Tap all lands target player controls and that player loses all unspent mana.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                      | <div><div>Meddling Mage</div><div><div>W</div><div>U</div></div></div> <div><div>Creature -- Human Wizard</div><div>As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.</div><div>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                          | <div><div>Meddling Mage</div><div><div>W</div><div>U</div></div></div> <div><div>Creature -- Human Wizard</div><div>As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.</div><div>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>             |
| <div><div>Meddling Mage</div><div><div>W</div><div>U</div></div></div> <div><div>Creature -- Human Wizard</div><div>As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.</div><div>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Meddling Mage</div><div><div>W</div><div>U</div></div></div> <div><div>Creature -- Human Wizard</div><div>As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast.</div><div>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Shard Phoenix</div><div><div>4</div><div>R</div></div></div> <div><div>Creature -- Phoenix</div><div>Flying (This creature can't be blocked except by creatures with flying or reach.) Sacrifice this creature: It deals 2 damage to each creature without flying. {R}{R}{R}: Return this card from your graveyard to your hand. Activate only during your upkeep.</div><div>[sideboard]</div><div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Tsabo's Web</div><div><div>2</div></div></div> <div><div>Artifact</div><div>When this artifact enters, draw a card. Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> Tsabo's Web 2 </div> <div> Artifact </div> <div> When this artifact enters, draw a card.<br/> Each land with an activated ability that isn't a mana ability doesn't untap during its controller's untap step. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Undo 1UU </div> <div> Sorcery </div> <div> Return two target creatures to their owners' hands. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Undo 1UU </div> <div> Sorcery </div> <div> Return two target creatures to their owners' hands. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |  |
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