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| <div><div><div><b>Arid Mesa</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                 | <div><div><div><b>Arid Mesa</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Consult the Star Charts 1U</b></div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Consult the Star Charts 1U</b></div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Consult the Star Charts 1U</b></div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Counterspell UU</b></div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                      | <div><div><div><b>Counterspell UU</b></div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                      | <div><div><div><b>Day's Undoing 2U</b></div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                           |

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| <div><div>Day's Undoing</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                               | <div>Force of Negation</div> <div><div>1</div><div>U</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Force of Negation</div> <div><div>1</div><div>U</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Geier Reach Sanitarium</div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: Each player draws a card, then discards a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     |

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| <b>Hall of Storm Giants</b><br><hr/> Land<br><hr/> <p>If you control two or more other lands, this land enters tapped.<br/> {T}: Add {U}.<br/> {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Hallowed Fountain</b><br><hr/> Land -- Plains Island<br><hr/> <p>(T): Add {W} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                           | <b>Hallowed Fountain</b><br><hr/> Land -- Plains Island<br><hr/> <p>(T): Add {W} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                  | <b>Island</b><br><hr/> Basic Land -- Island<br><hr/> <p>(T): Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                               |
| <b>Island</b><br><hr/> Basic Land -- Island<br><hr/> <p>(T): Add {U}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                       | <b>Isochron Scepter</b> ②<br><hr/> Artifact<br><hr/> <p>Imprint -- When this artifact enters, you may exile an instant card with mana value 2 or less from your hand.<br/> {2}, {T}: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Kaheera, the Orphanguard</b> ① ⑥/W ⑥/W<br><hr/> Legendary Creature -- Cat Beast<br><hr/> <p>Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/> Vigilance<br/> Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.</p> <div>3/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Lórien Revealed</b> ③ ① ①<br><hr/> Sorcery<br><hr/> <p>Draw three cards.<br/> Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <p><b>March of Otherworldly Light</b> (X)(W)</p> <p>Instant</p> <p>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                               | <p><b>Meticulous Archive</b></p> <p>Land -- Plains Island</p> <p>{T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Meticulous Archive</b></p> <p>Land -- Plains Island</p> <p>{T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Misty Rainforest</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                            |
| <p><b>Monumental Henge</b></p> <p>Land</p> <p>This land enters tapped unless you control a Plains.<br/>{T}: Add {W}.<br/>{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br/>(Artifacts, legends, and Sagas are historic.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Mystic Gate</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                     | <p><b>Mystic Gate</b></p> <p>Land</p> <p>{T}: Add {C}.<br/>{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                     | <p><b>Narset, Parter of Veils</b> (1)(U)(U)</p> <p>Legendary Planeswalker -- Narset</p> <p>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <div>L 5</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div><div>Narset, Parter of Veils ①④④</div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Narset, Parter of Veils ①④④</div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Narset, Parter of Veils ①④④</div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Orim's Chant ④</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div><div>Orim's Chant ④</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div><div><div>Orim's Chant ④</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div><div><div>Orim's Chant ④</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                          |

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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                             | <div>Polluted Delta</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                 | <div>Polluted Delta</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                      | <div>Prismatic Ending</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 PLAY    botbox.dev</div>                                                                                      |
| <div>Prismatic Ending</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 PLAY    botbox.dev</div> | <div>Prismatic Ending</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 PLAY    botbox.dev</div> | <div>Solitude</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Solitude</div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                | <b>Spell Snare</b> (U)<br>Instant<br>Counter target spell with mana value 2.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                  | <b>Supreme Verdict</b> (1)(W)(W)(U)<br>Sorcery<br>This spell can't be countered.<br>Destroy all creatures.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                    |
| <b>Supreme Verdict</b> (1)(W)(W)(U)<br>Sorcery<br>This spell can't be countered.<br>Destroy all creatures.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                     | <b>Teferi, Hero of Dominaria</b> (3)(W)(U)<br>Legendary Planeswalker -- Teferi<br>[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.<br>[-3]: Put target nonland permanent into its owner's library third from the top.<br>[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Teferi, Time Raveler</b> (1)(W)(U)<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only any time they could cast a sorcery.<br>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Teferi, Time Raveler</b> (1)(W)(U)<br>Legendary Planeswalker -- Teferi<br>Each opponent can cast spells only any time they could cast a sorcery.<br>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.<br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <b>Teferi, Time Raveler</b> <span>1</span><span>W</span><span>U</span> </div> <div>           Legendary Planeswalker -- Teferi         </div> <div> <p>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</p> </div> <div> <div>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Thundering Falls</b> </div> <div>           Land -- Island Mountain         </div> <div> <p>([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.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Watery Grave</b> </div> <div>           Land -- Island Swamp         </div> <div> <p>([T]: Add [U] or [B].) As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Wrath of the Skies</b> <span>X</span><span>W</span><span>W</span> </div> <div>           Sorcery         </div> <div> <p>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.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Wrath of the Skies</b> <span>X</span><span>W</span><span>W</span> </div> <div>           Sorcery         </div> <div> <p>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.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                       | <div> <b>Celestial Purge</b> <span>1</span><span>W</span> </div> <div>           Instant         </div> <div> <p>Exile target black or red permanent. [sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                  | <div> <b>Celestial Purge</b> <span>1</span><span>W</span> </div> <div>           Instant         </div> <div> <p>Exile target black or red permanent. [sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                             | <div> <b>Consign to Memory</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>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. [sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                  |



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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Imprint -- When this artifact
enters, you may exile an instant
card with mana value 2 or less from
your hand.
{2}, {T}: You may copy the exiled
card. If you do, you may cast the
copy without paying its mana cost.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Surgical Extraction

BP

Instant

({B/P} can be paid with either {B} or 2 life.)

Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Surgical Extraction

BP

Instant

({B/P} can be paid with either {B} or 2 life.)

Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

[sideboard]

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## Temporary Lockdown

1

W

W

Enchantment

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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