

Ancient Spring Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Spring Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Spring Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Spring Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add {W}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Archaeological Dig Land {T}: Add {C}. {T}, Sacrifice this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archaeological Dig Land {T}: Add {C}. {T}, Sacrifice this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archaeological Dig Land {T}: Add {C}. {T}, Sacrifice this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archaeological Dig Land {T}: Add {C}. {T}, Sacrifice this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Balancing Act 2 W W Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balancing Act 2 W W Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balancing Act 2 W W Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Barbed Sextant 1 Artifact {1}, {T}, Sacrifice this artifact: Add one mana of any color. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Burning Wish



Sorcery

You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.

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Chain of Vapor



Instant

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.

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Crystal Vein

Land

{T}: Add {C}.
 {T}, Sacrifice this land: Add
 {C}{C}.

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Crystal Vein

Land

{T}: Add {C}.
 {T}, Sacrifice this land: Add
 {C}{C}.

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Deep Analysis



Sorcery

Target player draws two cards.
Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Deep Analysis 3U Sorcery Target player draws two cards. Flashback--$\{1\}\{U\}$, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geothermal Crevice Land This land enters tapped. $\{T\}$: Add $\{R\}$. $\{T\}$, Sacrifice this land: Add $\{B\}\{G\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Geothermal Crevice Land This land enters tapped. $\{T\}$: Add $\{R\}$. $\{T\}$, Sacrifice this land: Add $\{B\}\{G\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse 1U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Impulse 1U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse 1U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Impulse 1U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Irrigation Ditch Land This land enters tapped. $\{T\}$: Add $\{W\}$. $\{T\}$, Sacrifice this land: Add $\{G\}\{U\}$. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Irrigation Ditch Land This land enters tapped. {T}: Add {W}. {T}, Sacrifice this land: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lion's Eye Diamond Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lion's Eye Diamond Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lion's Eye Diamond Artifact Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Quiet Speculation Sorcery Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quiet Speculation Sorcery Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quiet Speculation Sorcery Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Quiet Speculation Sorcery Search target player's library for up to three cards with flashback and put them into that player's graveyard. Then the player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ravaged Highlands

Land

This land enters tapped.
{T}: Add {R}.
{T}, Sacrifice this land: Add one
mana of any color.

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Recoup

① R

Sorcery

Target sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (Mana cost includes color.)
Flashback {3}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roar of the Wurm

6 G

Sorcery

Create a 6/6 green Wurm creature token.

Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Create a 6/6 green Wurm creature token.
Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Ruins of Trokair

Land

This land enters tapped.
 {T}: Add {W}.
 {T}, Sacrifice this land: Add
 {W}{W}.

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Ruins of Trokair

Land

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This land enters tapped.
{T}: Add {W}.
{T}, Sacrifice this land: Add
{W}{W}.
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Ruins of Trokair

Land

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This land enters tapped.
{T}: Add {W}.
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{W}{W}.
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Ruins of Trokair Land This land enters tapped. {T}: Add {W}. {T}, Sacrifice this land: Add {W}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seafloor Debris Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Svyelunite Temple Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Svyelunite Temple Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Abeyance Instant Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Balancing Act Sorcery Each player chooses a number of permanents they control equal to the number of permanents controlled by the player who controls the fewest, then sacrifices the rest. Each player discards cards the same way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overmaster Sorcery The next instant or sorcery spell you cast this turn can't be countered. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroblast R Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reanimate B Sorcery Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Roar of the Wurm 6G Sorcery Create a 6/6 green Wurm creature token. Flashback {3}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sylvan Library 1 6 Enchantment At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	