

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

Instant

Choose one --

- \* Creatures you control gain lifelink until end of turn.
- \* Draw a card.
- \* Put target attacking or blocking creature on top of its owner's library.

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## Land

This land enters tapped.  
{T}: Add {W} or {U}.  
{3}{W}{U}: Until end of turn, this land becomes a 4/4 white and blue Elemental creature with flying and vigilance. It's still a land.

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① U U U

Instant

```
Choose two --
* Counter target spell.
* Return target permanent to its
owner's hand.
* Tap all creatures your opponents
control.
* Draw a card.
```

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① U U U

Instant

```
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* Tap all creatures your opponents
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```

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UU

Instant

As an additional cost to cast this spell, return a land you control to its owner's hand.  
Counter target spell.

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| <b>Dragonlord Ojutai</b> 3WU<br>Legendary Creature -- Elder Dragon<br>Flying<br>Dragonlord Ojutai has hexproof as long as it's untapped.<br>Whenever Dragonlord Ojutai deals combat damage to a player, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dragonlord Ojutai</b> 3WU<br>Legendary Creature -- Elder Dragon<br>Flying<br>Dragonlord Ojutai has hexproof as long as it's untapped.<br>Whenever Dragonlord Ojutai deals combat damage to a player, look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Engineered Explosives</b> X<br>Artifact<br>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br>{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                        |
| <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                          | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                          | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                          | <b>Ghost Quarter</b><br>Land<br>{T}: Add {C}.<br>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>( {T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</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>                                                                                                 |

① G/W G/W

When this creature enters, you gain 2 life.  
Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)

3/2

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3/2

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## ①②

Counter target spell unless its controller pays {3}.

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① ②

Counter target spell unless its controller pays {3}.

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{T}: Add {U}.  
{U}, {T}: Untap target legendary permanent.

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$\{T\}$ : Add  $\{C\}$ .  
 $\{W/U\}$ ,  $\{T\}$ : Add  $\{W\}\{W\}$ ,  $\{W\}\{U\}$ , or  
 $\{U\}\{U\}$ .

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| <div><div><div><div><div><div></div><div><b>Pact of Negation</b></div><div>⓪</div></div></div><div><div>Instant</div><div>Counter target spell.<br/>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                             | <div><div><div><div><div><div></div><div><b>Path to Exile</b></div><div>Ⓜ</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Path to Exile</b></div><div>Ⓜ</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Path to Exile</b></div><div>Ⓜ</div></div></div><div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
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| <b>Remand</b> <span>1</span> <span>U</span><br><hr/> Instant<br><hr/> Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br>Draw a card. | <b>Restoration Angel</b> <span>3</span> <span>W</span><br><hr/> Creature -- Angel<br><hr/> Flash<br>Flying<br>When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control. <div>3/4</div> | <b>Restoration Angel</b> <span>3</span> <span>W</span><br><hr/> Creature -- Angel<br><hr/> Flash<br>Flying<br>When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control. <div>3/4</div> | <b>Serum Visions</b> <span>U</span><br><hr/> Sorcery<br><hr/> Draw a card. Scry 2.                                                                                                                                                                                                                                                                                       |
| <b>Serum Visions</b> <span>U</span><br><hr/> Sorcery<br><hr/> Draw a card. Scry 2.                                                                                                                                     | <b>Shadow of Doubt</b> <span>U/B</span> <span>U/B</span><br><hr/> Instant<br><hr/> ({U/B} can be paid with either {U} or {B}.)<br>Players can't search libraries this turn.<br>Draw a card.                                                                               | <b>Shadow of Doubt</b> <span>U/B</span> <span>U/B</span><br><hr/> Instant<br><hr/> ({U/B} can be paid with either {U} or {B}.)<br>Players can't search libraries this turn.<br>Draw a card.                                                                               | <b>Snapcaster Mage</b> <span>1</span> <span>U</span><br><hr/> Creature -- Human Wizard<br><hr/> Flash<br>When this creature enters, 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.) <div>2/1</div> |

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| <div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>Flash</div> <div>When this creature enters, 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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Human Wizard</div> <div>Flash</div> <div>When this creature enters, 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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Spell Snare</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div> <div>Spell Snare</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       |
| <div> <div>Supreme Verdict</div> <div> <div>1</div> <div>W</div> <div>W</div> <div>U</div> </div> </div> <div>Sorcery</div> <div>This spell can't be countered. Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   | <div> <div>Supreme Verdict</div> <div> <div>1</div> <div>W</div> <div>W</div> <div>U</div> </div> </div> <div>Sorcery</div> <div>This spell can't be countered. Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   | <div> <div>Supreme Verdict</div> <div> <div>1</div> <div>W</div> <div>W</div> <div>U</div> </div> </div> <div>Sorcery</div> <div>This spell can't be countered. Destroy all creatures.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Tolaria West</div> </div> <div>Land</div> <div>This land enters tapped. {T}: Add {U}. Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with mana value 0, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Land

---

This land enters tapped.

{T}: Add {U}.

Transmute {1}{U}{U} ({1}{U}{U}),

Discard this card: Search your library for a card with mana value 0, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

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### Instant

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Choose one --

- \* Target creature gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)
- \* Destroy target creature with toughness 4 or greater.

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Legendary Creature -- Faerie Wizard

Flash  
Flying

When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

3/1

Flash  
Flying

When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

3/1

```
Creature -- Bird Wizard
```

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```
Flash  
Flying  
If an opponent would search a  
library, that player searches the  
top four cards of that library  
instead.
```

[sidebar]

2/1

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```
Creature -- Bird Wizard
```

---

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Flying  
If an opponent would search a  
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```

[sidebar]

2/1

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```
Creature -- Bird Wizard
```

---

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Flash  
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If an opponent would search a  
library, that player searches the  
top four cards of that library  
instead.
```

[sidebar]

2/1

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Instant  
Exile target black or red permanent.  
[sideboard]

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## Celestial Purge

Instant

Exile target black or red permanent.

[sidebar]

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## Disenchant

Instant

Destroy target artifact or enchantment.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Disenchant

Instant

Destroy target artifact or enchantment.

[sideboard]

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## Dispel

Instant

Counter target instant spell.

[sideboard]

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## Negate

Instant

Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Negate

Instant

Counter target noncreature spell.

[sidebar]

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## Pearl Lake Ancient

Creature -- Leviathan

Flash

This spell can't be countered.

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)  
Return three lands you control to their owner's hand: Return this creature to its owner's hand.

[sideboard]

6/7

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## Spellskite

Artifact Creature -- Phyrexian Horror

{U/P}: Change a target of target spell or ability to this creature. ({U/P} can be paid with either {U} or 2 life.)

[sidebar]

0/4

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① W

Activated abilities of artifacts  
can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Activated abilities of artifacts  
can't be activated.

[sideboard]

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① W W U

This spell can't be countered.  
Destroy all creatures.

[sideboard]

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