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| <div><div><div>Badlands</div><div>Land -- Swamp Mountain</div><div>([T]): Add [B] or [R].)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Beseech the Mirror (1B B B)</div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Beseech the Mirror (1B B B)</div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Beseech the Mirror (1B B B)</div><div>Sorcery</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Bloodstained Mire</div><div>Land</div><div>[T], Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Burning Wish (1R)</div><div>Sorcery</div><div>You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                            | <div><div><div>Burning Wish (1R)</div><div>Sorcery</div><div>You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                            | <div><div><div>Burning Wish (1R)</div><div>Sorcery</div><div>You may reveal a sorcery card you own from outside the game and put it into your hand. Exile Burning Wish.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                            |

① R

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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①

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.

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Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.

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①

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors.

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## ①

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Imprint -- When this artifact
enters, you may exile a nonartifact,
nonland card from your hand.
{T}: Add one mana of any of the
exiled card's colors.
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**B**

Add  $\{B\}\{B\}\{B\}$ .

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(B)

Add  $\{B\}\{B\}\{B\}$ .

botbox.dev

**(B)**

Add  $\{B\}\{B\}\{B\}$ .

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| <div><div><div>Dark Ritual</div><div>B</div></div><div><div>Instant</div><div>Add {B}{B}{B}.</div></div></div>                                                                                                                                                                                | <div><div><div>Echo of Eons</div><div>4UU</div></div><div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards.<br/>Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> | <div><div><div>Echo of Eons</div><div>4UU</div></div><div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards.<br/>Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> | <div><div><div>Echo of Eons</div><div>4UU</div></div><div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards.<br/>Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> |
| <div><div><div>Gaea's Will</div><div></div></div><div><div>Sorcery</div><div>Suspend 4--{G}<br/>Until end of turn, you may play lands and cast spells from your graveyard.<br/>If a card would be put into your graveyard from anywhere this turn, exile that card instead.</div></div></div> | <div><div><div>Gamble</div><div>R</div></div><div><div>Sorcery</div><div>Search your library for a card, put that card into your hand, discard a card at random, then shuffle.</div></div></div>                                                                                                      | <div><div><div>Gamble</div><div>R</div></div><div><div>Sorcery</div><div>Search your library for a card, put that card into your hand, discard a card at random, then shuffle.</div></div></div>                                                                                                      | <div><div><div>Gamble</div><div>R</div></div><div><div>Sorcery</div><div>Search your library for a card, put that card into your hand, discard a card at random, then shuffle.</div></div></div>                                                                                                      |

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Search your library for a card, put that card into your hand, discard a card at random, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

When this artifact enters, scry 2.  
(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

{1}, {T}: Add one mana of any color.

{7}, {T}, Sacrifice this artifact:  
Destroy target permanent.

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**{7}, {T}**, Sacrifice this artifact:  
Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R

This spell can't be countered.  
Ward--Pay 2 life.  
Spells you control can't be countered.  
Other creatures you control have "Ward--Pay 2 life."

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①②

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Ward--Pay 2 life.  
Spells you control can't be countered.  
Other creatures you control have "Ward--Pay 2 life."

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| <div><div>Lion's Eye Diamond⑥</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lion's Eye Diamond⑥</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lion's Eye Diamond⑥</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lion's Eye Diamond⑥</div><div>Artifact</div><div>Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Lotus Petal⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Lotus Petal⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Lotus Petal⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Lotus Petal⑥</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         |

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| <div><div>Mox Opal</div><div>⑥</div></div> <div>Legendary Artifact</div> <div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                     | <div><div>Mox Opal</div><div>⑥</div></div> <div>Legendary Artifact</div> <div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       | <div><div>Mox Opal</div><div>⑥</div></div> <div>Legendary Artifact</div> <div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>             | <div><div>Mox Opal</div><div>⑥</div></div> <div>Legendary Artifact</div> <div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 |
| <div><div>Raucous Theater</div></div> <div>Land -- Swamp Mountain</div> <div>{T}: Add {B} or {R}.)<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.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Runehorn Hellkite</div><div>⑤⑧</div></div> <div>Creature -- Dragon</div> <div>Flying<br/>{5}{R}, Exile this card from your graveyard: Each player discards their hand, then draws seven cards.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Scalding Tarn</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Song of Creation</div><div>①⑧⑨⑧</div></div> <div>Enchantment</div> <div>You may play an additional land on each of your turns.<br/>Whenever you cast a spell, draw two cards.<br/>At the beginning of your end step, discard your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Taiga</div><div>Land -- Mountain Forest</div><div>(<b>{T}</b>): Add <b>{R}</b> or <b>{G}</b>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Tendrils of Agony</div><div>Sorcery</div><div>Target player loses 2 life and you gain 2 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                 | <div><div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>(<b>{T}</b>): Add <b>{U}</b> or <b>{B}</b>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "<b>{T}</b>: Add <b>{C}</b>."<br/>II -- This Saga gains "<b>{2}</b>, <b>{T}</b>: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'<br/>III -- Search your library for an artifact card with mana cost <b>{0}</b> or <b>{1}</b>, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "<b>{T}</b>: Add <b>{C}</b>."<br/>II -- This Saga gains "<b>{2}</b>, <b>{T}</b>: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'<br/>III -- Search your library for an artifact card with mana cost <b>{0}</b> or <b>{1}</b>, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "<b>{T}</b>: Add <b>{C}</b>."<br/>II -- This Saga gains "<b>{2}</b>, <b>{T}</b>: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'<br/>III -- Search your library for an artifact card with mana cost <b>{0}</b> or <b>{1}</b>, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "<b>{T}</b>: Add <b>{C}</b>."<br/>II -- This Saga gains "<b>{2}</b>, <b>{T}</b>: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'<br/>III -- Search your library for an artifact card with mana cost <b>{0}</b> or <b>{1}</b>, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Veil of Summer</div><div>Instant</div><div>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      |

**G**

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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**G**

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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## Land

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

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## Land

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

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① B B B

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.) Search your library for a card, exile it face down, then shuffle. If this spell was bargained, you may cast the exiled card without paying its mana cost if that spell's mana value is 4 or less. Put the exiled card into your hand if it wasn't cast this way.

[sideboard]

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U

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

[sideboard]

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| <div> <b>Boomerang Basics</b> <span>U</span> </div> <div>Sorcery -- Lesson</div> <div> Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>          | <div> <b>Boseiju, Who Endures</b> </div> <div>Legendary Land</div> <div> {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Echo of Eons</b> <span>4UU</span> </div> <div>Sorcery</div> <div> Each player shuffles their hand and graveyard into their library, then draws seven cards. Flashback {2}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Empty the Warrens</b> <span>3R</span> </div> <div>Sorcery</div> <div> Create two 1/1 red Goblin creature tokens. Storm (When you cast this spell, copy it for each spell cast before it this turn.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>   |
| <div> <b>Expedition Map</b> <span>1</span> </div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Haywire Mite</b> <span>1</span> </div> <div>Artifact Creature -- Insect</div> <div> When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. </div> <div>[sideboard]</div> <div> <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                  | <div> <b>Hexing Squelcher</b> <span>1R</span> </div> <div>Creature -- Goblin Sorcerer</div> <div> This spell can't be countered. Ward--Pay 2 life. Spells you control can't be countered. Other creatures you control have "Ward--Pay 2 life." </div> <div>[sideboard]</div> <div> <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>             | <div> <b>Peer into the Abyss</b> <span>4BBB</span> </div> <div>Sorcery</div> <div> Target player draws cards equal to half the number of cards in their library and loses half their life. Round up each time. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div>Talon Gates of Madara</div> <div>Land -- Gate</div> <div> <p>When this land enters, up to one target creature phases out.</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> <p>{4}: Put this card from your hand onto the battlefield.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tendrils of Agony</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> <div>Sorcery</div> <div> <p>Target player loses 2 life and you gain 2 life.</p> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Thoughtseize</div> <div>B</div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
|                                                                                                                                                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                                                                                                                                                                                    |                                                                                                                                                                                                                                                                                                                         |  |