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| <p><b>Capricious Hellraiser</b> (3)(R)(R)(R)</p> <p>Creature -- Phyrexian Dragon</p> <p>This spell costs {3} less to cast if you have nine or more cards in your graveyard.</p> <p>Flying</p> <p>When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Capricious Hellraiser</b> (3)(R)(R)(R)</p> <p>Creature -- Phyrexian Dragon</p> <p>This spell costs {3} less to cast if you have nine or more cards in your graveyard.</p> <p>Flying</p> <p>When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Capricious Hellraiser</b> (3)(R)(R)(R)</p> <p>Creature -- Phyrexian Dragon</p> <p>This spell costs {3} less to cast if you have nine or more cards in your graveyard.</p> <p>Flying</p> <p>When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                        | <p><b>Capricious Hellraiser</b> (3)(R)(R)(R)</p> <p>Creature -- Phyrexian Dragon</p> <p>This spell costs {3} less to cast if you have nine or more cards in your graveyard.</p> <p>Flying</p> <p>When this creature enters, exile three cards at random from your graveyard. Choose a noncreature, nonland card from among them and copy it. You may cast the copy without paying its mana cost.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                 |
| <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                           | <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                           | <p><b>Chandra, Flameshaper</b> (5)(R)(R)</p> <p>Legendary Planeswalker -- Chandra</p> <p>[+2]: Add {R}{R}{R}. Exile the top three cards of your library. Choose one. You may play that card this turn.</p> <p>[+1]: Create a token that's a copy of target creature you control, except it has haste and "At the beginning of the end step, sacrifice this token."</p> <p>[-4]: Chandra deals 8 damage divided as you choose among any number of target creatures and/or planeswalkers.</p> <p>L 6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Chandra, Hope's Beacon</b> (4)(R)(R)</p> <p>Legendary Planeswalker -- Chandra</p> <p>Whenever you cast an instant or sorcery spell, copy it. You may choose new targets for the copy. This ability triggers only once each turn.</p> <p>[+2]: Add two mana in any combination of colors.</p> <p>[+1]: Exile the top five cards of your library. Until the end of your next turn, you may cast an instant or sorcery spell from among those exiled cards.</p> <p>[-X]: Chandra deals X damage to each of up to two targets.</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Demolition Field</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div>Fabled Passage</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Fabled Passage</div><div>Land</div><div><p>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                         | <div><div>Fires of Victory</div><div>Instant</div><div><p>Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.)</p><p>If this spell was kicked, draw a card. Fires of Victory deals damage to target creature or planeswalker equal to the number of cards in your hand.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Fires of Victory</div><div>Instant</div><div><p>Kicker {2}{U} (You may pay an additional {2}{U} as you cast this spell.)</p><p>If this spell was kicked, draw a card. Fires of Victory deals damage to target creature or planeswalker equal to the number of cards in your hand.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Horned Loch-Whale</div><div>Card</div><div><div>----- OTHER FACE -----</div><div>Horned Loch-Whale</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        |

## Sorcery

Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way.

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Legendary Creature -- Merfolk Noble

When Kiara enters, draw two cards, then discard two cards.  
Threshold -- Whenever Kiara attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.

3/2

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## Instant

Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library.

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| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                      |
| <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Roaring Furnace①R</div><div>Enchantment -- Room</div><div>When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Steaming Sauna③UUU</div><div>Enchantment -- Room</div><div>You have no maximum hand size.<br/>At the beginning of your end step, draw a card.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Roaring Furnace①R</div><div>Enchantment -- Room</div><div>When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>-----<br/>- - - RIGHT HALF - - -</div><div><div>Steaming Sauna③UUU</div><div>Enchantment -- Room</div><div>You have no maximum hand size.<br/>At the beginning of your end step, draw a card.<br/>(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Season of Weaving④UUU</div><div>Sorcery</div><div>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Draw a card.<br/>{P}{P} -- Choose an artifact or creature you control. Create a token that's a copy of it.<br/>{P}{P}{P} -- Return each nonland, nontoken permanent to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Season of Weaving</div><div><div>4UU</div></div></div> <div>Sorcery</div> <div>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Draw a card.<br/>{P}{P} -- Choose an artifact or creature you control. Create a token that's a copy of it.<br/>{P}{P}{P} -- Return each nonland, nontoken permanent to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Season of Weaving</div><div><div>4UU</div></div></div> <div>Sorcery</div> <div>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Draw a card.<br/>{P}{P} -- Choose an artifact or creature you control. Create a token that's a copy of it.<br/>{P}{P}{P} -- Return each nonland, nontoken permanent to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Season of Weaving</div><div><div>4UU</div></div></div> <div>Sorcery</div> <div>Choose up to five {P} worth of modes. You may choose the same mode more than once.<br/>{P} -- Draw a card.<br/>{P}{P} -- Choose an artifact or creature you control. Create a token that's a copy of it.<br/>{P}{P}{P} -- Return each nonland, nontoken permanent to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Shivan Reef</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |
| <div><div>Shivan Reef</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                  | <div><div>Shivan Reef</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {R}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                  | <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                       | <div><div>Spirebluff Canal</div></div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div>The Elder Dragon War 2RR</div><div>Enchantment -- Saga</div><div>Read ahead (Choose a chapter and start with that many lore counters. Add one after your draw step. Skipped chapters don't trigger. Sacrifice after III.)<br/>I -- This Saga deals 2 damage to each creature and each opponent.<br/>II -- Discard any number of cards, then draw that many cards.<br/>III -- Create a 4/4 red Dragon creature token with flying.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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><div>Torch the Tower R</div><div>Instant</div><div>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)<br/>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.<br/>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Torch the Tower

®

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)  
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If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

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## Unsummon

U

Instant

Return target creature to its owner's hand.

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## Abrade

① R

Instant

Choose one --

- \* Abrade deals 3 damage to target creature.
- \* Destroy target artifact.

[sidebar]

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## Brotherhood's End

① R R

Sorcerv

Choose one --

- \* Brotherhood's End deals 3 damage to each creature and each planeswalker.
- \* Destroy all artifacts with mana value 3 or less.

[sidebar]

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## Brotherhood's End

① R R

Sorcerv

Choose one --

- \* Brotherhood's End deals 3 damage to each creature and each planeswalker.
- \* Destroy all artifacts with mana value 3 or less.

[sidebar]

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## Ghost Vacuum

①

Artifact

{T}: Exile target card from a graveyard.

{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

[sideboard]

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| <div><div>Jace, the Perfected Mind (2)(U)(UP)</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jace, the Perfected Mind (2)(U)(UP)</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jace, the Perfected Mind (2)(U)(UP)</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lithomantic Barrage (R)</div><div>Sorcery</div><div>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Nahiri's Warcrafting (1)(R)(R)</div><div>Sorcery</div><div>Nahiri's Warcrafting deals 5 damage to target creature, planeswalker, or battle. Look at the top X cards of your library, where X is the excess damage dealt this way. You may exile one of those cards. Put the rest on the bottom of your library in a random order. You may play the exiled card this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div>Negate (1)(U)</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Negate (1)(U)</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div>Pyroclasm (1)(R)</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                  |

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| <div> <div> Scorching Dragonfire 1R </div> <div> Instant </div> <div> <p>Scorching Dragonfire deals 3 damage to target creature or planeswalker. If that creature or planeswalker would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Soul-Guide Lantern 1 </div> <div> Artifact </div> <div> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Virtue of Knowledge 4U </div> <div> Enchantment </div> <div> <p>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.</p> <p>[sideboard]</p> </div> <div> <div> Vantress Visions 1U </div> <div> Instant -- Adventure </div> <div> <p>Copy target activated or triggered ability you control. You may choose new targets for the copy.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |
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