

Amass the Components (3)(U) Sorcery Draw three cards, then put a card from your hand on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amass the Components (3)(U) Sorcery Draw three cards, then put a card from your hand on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amass the Components (3)(U) Sorcery Draw three cards, then put a card from your hand on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Knowledge (1)(U) Enchantment Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) When this enchantment enters, look at the top ten cards of your library, then exile any number of them and put the rest back on top of your library in any order. When this enchantment leaves the battlefield, shuffle your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ancestral Knowledge (1)(U) Enchantment Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) When this enchantment enters, look at the top ten cards of your library, then exile any number of them and put the rest back on top of your library in any order. When this enchantment leaves the battlefield, shuffle your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Knowledge (1)(U) Enchantment Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) When this enchantment enters, look at the top ten cards of your library, then exile any number of them and put the rest back on top of your library in any order. When this enchantment leaves the battlefield, shuffle your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Knowledge (1)(U) Enchantment Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) When this enchantment enters, look at the top ten cards of your library, then exile any number of them and put the rest back on top of your library in any order. When this enchantment leaves the battlefield, shuffle your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bonfire of the Damned (X)(X)(R) Sorcery Bonfire of the Damned deals X damage to target player or planeswalker and each creature that player or that planeswalker's controller controls. Miracle {X}{R} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cephalid Coliseum Land {T}: Add {U}. This land deals 1 damage to you. Threshold -- {U}, {T}, Sacrifice this land: Target player draws three cards, then discards three cards. Activate only if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Desolate Lighthouse Land {T}: Add {C}. {1}{U}{R}, {T}: Draw a card, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devastation Tide (3)(U)(U) Sorcery Return all nonland permanents to their owners' hands. Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Devastation Tide (3)(U)(U) Sorcery Return all nonland permanents to their owners' hands. Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Jace, the Living Guildpact 2UU Legendary Planeswalker -- Jace [+1]: Look at the top two cards of your library. Put one of them into your graveyard. [-3]: Return another target nonland permanent to its owner's hand. [-8]: Each player shuffles their hand and graveyard into their library. You draw seven cards. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Living Guildpact 2UU Legendary Planeswalker -- Jace [+1]: Look at the top two cards of your library. Put one of them into your graveyard. [-3]: Return another target nonland permanent to its owner's hand. [-8]: Each player shuffles their hand and graveyard into their library. You draw seven cards. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Living Guildpact 2UU Legendary Planeswalker -- Jace [+1]: Look at the top two cards of your library. Put one of them into your graveyard. [-3]: Return another target nonland permanent to its owner's hand. [-8]: Each player shuffles their hand and graveyard into their library. You draw seven cards. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Stone 2 Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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{T}: Add {C}.
{1}, {T}, Sacrifice this artifact:
Draw a card.
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$$(\{T\}: \text{Add } \{R\}.)$$

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U

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Look at target player's hand.  
Draw a card.
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Look at target player's hand.
Draw a card.

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Look at target player's hand.  
Draw a card.
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Peek Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shivan Reef Land {T}: Add {C}. {T}: Add {U} or {R}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skycloud Expanse Land {1}, {T}: Add {W}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skycloud Expanse Land {1}, {T}: Add {W}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skycloud Expanse Land {1}, {T}: Add {W}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Skycloud Expanse Land {1}, {T}: Add {W}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Temporal Mastery (5)(U)(U) Sorcery Take an extra turn after this one. Exile Temporal Mastery. Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temporal Mastery (5)(U)(U) Sorcery Take an extra turn after this one. Exile Temporal Mastery. Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temporal Mastery (5)(U)(U) Sorcery Take an extra turn after this one. Exile Temporal Mastery. Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temporal Mastery (5)(U)(U) Sorcery Take an extra turn after this one. Exile Temporal Mastery. Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Terminus 4 W W Sorcery Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terminus 4 W W Sorcery Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terminus 4 W W Sorcery Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terminus 4 W W Sorcery Put all creatures on the bottom of their owners' libraries. Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cathedral Sanctifier W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathedral Sanctifier W Creature -- Human Cleric When this creature enters, you gain 3 life. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concentrate 2 U U Sorcery Draw three cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concentrate 2 U U Sorcery Draw three cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Devastation Tide 3 U U Sorcery Return all nonland permanents to their owners' hands. Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Entreat the Angels X X W W W Sorcery Create X 4/4 white Angel creature tokens with flying. Miracle {X}{W}{W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Rabblemaster 2 R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Goblin Rabblemaster 2 R Creature -- Goblin Warrior Other Goblin creatures you control attack each combat if able. At the beginning of combat on your turn, create a 1/1 red Goblin creature token with haste. Whenever this creature attacks, it gets +1/+0 until end of turn for each other attacking Goblin. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quash 2 U U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all cards with the same name as that spell and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quash 2 U U Instant Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all cards with the same name as that spell and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	