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| <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     |
| <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Consign to Memory</div><div>Instant</div><div><p>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Consign to Memory</div><div>U</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>U</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Consign to Memory</div><div>U</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Doorkeeper Thrull</div><div>1W</div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |
| <div><div>Doorkeeper Thrull</div><div>1W</div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Doorkeeper Thrull</div><div>1W</div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Doorkeeper Thrull</div><div>1W</div><div>Creature -- Thrull</div><div>Flash<br/>Flying<br/>Artifacts and creatures entering don't cause abilities to trigger.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                            | <div><div>Dress Down</div><div>1U</div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, draw a card.<br/>Creatures lose all abilities.<br/>At the beginning of the end step, sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① ②

Flash  
When this enchantment enters, draw a card.  
Creatures lose all abilities.  
At the beginning of the end step, sacrifice this enchantment.

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(**{T}**: Add **{R}** or **{W}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

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| <div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>(<math>\{T\}</math>: Add <math>\{W\}</math> or <math>\{U\}</math>.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                              | <div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div> <p>(<math>\{T\}</math>: Add <math>\{U\}</math>.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                | <div> <div>Meticulous Archive</div> </div> <div> <div>Land -- Plains Island</div> <div> <p>(<math>\{T\}</math>: Add <math>\{W\}</math> or <math>\{U\}</math>.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                        |
| <div> <div>Mountain</div> </div> <div> <div>Basic Land -- Mountain</div> <div> <p>(<math>\{T\}</math>: Add <math>\{R\}</math>.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                           | <div> <div>Nulldrifter</div> <div>7</div> </div> <div> <div>Creature -- Eldrazi Elemental</div> <div> <p>When you cast this spell, draw two cards.</p> <p>Flying</p> <p>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)</p> <p>Evoke <math>\{2\}\{U\}</math> (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nulldrifter</div> <div>7</div> </div> <div> <div>Creature -- Eldrazi Elemental</div> <div> <p>When you cast this spell, draw two cards.</p> <p>Flying</p> <p>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)</p> <p>Evoke <math>\{2\}\{U\}</math> (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Nulldrifter</div> <div>7</div> </div> <div> <div>Creature -- Eldrazi Elemental</div> <div> <p>When you cast this spell, draw two cards.</p> <p>Flying</p> <p>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)</p> <p>Evoke <math>\{2\}\{U\}</math> (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</p> </div> <div> <div>4/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div><div><div><div></div><div><b>Nulldrifter</b></div><div>7</div></div></div><div><div></div><div><div>Creature -- Eldrazi Elemental</div></div></div></div></div><div><p>When you cast this spell, draw two cards.</p><p>Flying</p><p>Annihilator 1 (Whenever this creature attacks, defending player sacrifices a permanent of their choice.)</p><p>Evoked 2 (You may cast this spell for its evoked cost. If you do, it's sacrificed when it enters.)</p></div><div><div>4/4</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>Phlage, Titan of Fire's Fury</b></div><div>1RW</div></div></div><div><div></div><div><div>Legendary Creature -- Elder Giant</div></div></div></div></div><div><p>When Phlage enters, sacrifice it unless it escaped.</p><p>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</p><p>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p></div><div><div>6/6</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>Phlage, Titan of Fire's Fury</b></div><div>1RW</div></div></div><div><div></div><div><div>Legendary Creature -- Elder Giant</div></div></div></div></div><div><p>When Phlage enters, sacrifice it unless it escaped.</p><p>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</p><p>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p></div><div><div>6/6</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>Phlage, Titan of Fire's Fury</b></div><div>1RW</div></div></div><div><div></div><div><div>Legendary Creature -- Elder Giant</div></div></div></div></div><div><p>When Phlage enters, sacrifice it unless it escaped.</p><p>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</p><p>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p></div><div><div>6/6</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>Phlage, Titan of Fire's Fury</b></div><div>1RW</div></div></div><div><div></div><div><div>Legendary Creature -- Elder Giant</div></div></div></div></div><div><p>When Phlage enters, sacrifice it unless it escaped.</p><p>Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.</p><p>Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p></div><div><div>6/6</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>Plains</b></div><div></div></div></div><div><div></div><div><div>Basic Land -- Plains</div></div></div></div></div><div><p>{T}: Add {W}.</p></div><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>Prismatic Ending</b></div><div>XW</div></div></div><div><div></div><div><div>Sorcery</div></div></div></div></div><div><p>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</p></div><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>Prismatic Ending</b></div><div>XW</div></div></div><div><div></div><div><div>Sorcery</div></div></div></div></div><div><p>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</p></div><div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                          |

(X) (W)

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

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(X) (W)

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

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Land -- Mountain Plains

( $\{T\}$ : Add  $\{R\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Land

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

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## Land

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

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③ ④ ⑤

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

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3 W W

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
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3/2

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③ W W

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

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| <div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                       | <div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                               | <div><div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                               | <div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                    |
| <div><div><div>Supreme Verdict</div><div>Sorcery</div><div>This spell can't be countered.<br/>Destroy all creatures.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Teferi, Time Raveler</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Teferi, Time Raveler</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Teferi, Time Raveler</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <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.<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><div>Wrath of the Skies</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Xander's Lounge</div><div>Land -- Island Swamp Mountain</div><div>{T}: Add {U}, {B}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |
| <div><div>Celestial Purge</div><div>Instant</div><div>Exile target black or red permanent.<br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      | <div><div>Celestial Purge</div><div>Instant</div><div>Exile target black or red permanent.<br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.<br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Mystical Dispute</div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.<br/>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <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.<br/> Destroy all creatures. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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