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| <div><div>Anguished Unmaking</div><div>1WB</div></div> <div>Instant</div> <div>Exile target nonland permanent. You lose 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               | <div><div>Anguished Unmaking</div><div>1WB</div></div> <div>Instant</div> <div>Exile target nonland permanent. You lose 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                               | <div><div>Barrowgoyf</div><div>2B</div></div> <div>Creature -- Lhurgoyf</div> <div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1. Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Batterskull</div><div>5</div></div> <div>Artifact -- Equipment</div> <div>Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)<br/>Equipped creature gets +4/+4 and has vigilance and lifelink.<br/>{3}: Return this Equipment to its owner's hand.<br/>Equip {5}</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Brainstorm</div><div>U</div></div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brainstorm</div><div>U</div></div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brainstorm</div><div>U</div></div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                     | <div><div>Brainstorm</div><div>U</div></div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                |

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| <div>Brainsurge</div> <div>Instant</div> <div>Draw four cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            | <div>Eagles of the North</div> <div>Creature -- Bird Soldier</div> <div>Flying<br/>When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.<br/>Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Eagles of the North</div> <div>Creature -- Bird Soldier</div> <div>Flying<br/>When this creature enters, creatures you control get +1/+0 and gain first strike until end of turn.<br/>Plainscycling {1} ({1}, Discard this card: Search your library for a Plains card, reveal it, put it into your hand, then shuffle.)</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                            |
| <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             | <div>Flooded Strand</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             | <div>Grim Discovery</div> <div>Sorcery</div> <div>Choose one or both --<br/>* Return target creature card from your graveyard to your hand.<br/>* Return target land card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

1 B

Choose one or both --

- \* Return target creature card from your graveyard to your hand.
- \* Return target land card from your graveyard to your hand.

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Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Basic Land -- Island

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

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⑦

Legendary Artifact -- Equipment

```
Living weapon
Indestructible
Equipped creature gets +5/+5 and has
first strike, trample,
indestructible, haste, and "Whenever
this creature deals combat damage to
a creature, exile that creature."
Equip {7}
```

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## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B

Creature -- Human Cleric

**Lifelink**  
When this creature enters, return up to one target creature card from your graveyard to the battlefield with a lifelink counter on it.  
Miracle {1}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

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4/4

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| <div><div>Metamorphosis Fanatic (4)(B)(B)</div><div>Creature -- Human Cleric</div><div>Lifelink<br/>When this creature enters, return up to one target creature card from your graveyard to the battlefield with a lifelink counter on it.<br/>Miracle {1}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<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>Noxious Revival (GP)</div><div>Instant</div><div>({G/P} can be paid with either {G} or 2 life.)<br/>Put target card from a graveyard on top of its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                      |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                             | <div><div>Prismatic Ending (X)(W)</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>Prismatic Ending (X)(W)</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                      | <div><div>Psychic Frog</div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Psychic Frog</div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Psychic Frog</div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               |
| <div><div>Psychic Frog</div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Scrubland</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                   | <div><div>Scrubland</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                   | <div><div>Snapcaster Mage</div><div>Creature -- Human Wizard</div><div>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><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Solitude<div>3WW</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div>Solitude<div>3WW</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div>Solitude<div>3WW</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div>Solitude<div>3WW</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  |
| <div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Stoneforge Mystic<div>1W</div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div>Swords to PlowsharesW</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                   | <div>Swords to PlowsharesW</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                   | <div>Swords to PlowsharesW</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                   |
| <div>Swords to PlowsharesW</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Touch the Spirit Realm2W</div> <div>Enchantment</div> <div>When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Touch the Spirit Realm2W</div> <div>Enchantment</div> <div>When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Touch the Spirit Realm2W</div> <div>Enchantment</div> <div>When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield. Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Touch the Spirit Realm</div><div>2W</div></div><div>Enchantment</div><div>When this enchantment enters, exile up to one target artifact or creature until this enchantment leaves the battlefield.<br/>Channel -- {1}{W}, Discard this card: Exile target artifact or creature. Return it to the battlefield under its owner's control at the beginning of the next end step.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Tundra</div></div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><div>Undercity Sewers</div></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<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><div>Underground Sea</div></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                   |
| <div><div><div>Barrowgoyf</div><div>2B</div></div><div>Creature -- Lhurgoyf</div><div>Deathtouch, lifelink<br/>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.<br/>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div><div>[sideboard]</div><div><div>*/1+*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Celestial Purge</div><div>1W</div></div><div>Instant</div><div>Exile target black or red permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>U</div></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.)<br/>Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consign to Memory</div><div>U</div></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.)<br/>Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Consign to Memory</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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Damping Sphere</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Damping Sphere</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying<br/>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                          |
| <div><div>Faerie Macabre</div><div>Creature -- Faerie Rogue</div><div>Flying<br/>Discard this card: Exile up to two target cards from graveyards.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Flusterstorm</div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}. 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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Flusterstorm</div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}. 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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Pithing Needle</div><div>Artifact</div><div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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As this artifact enters, choose a card name.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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