

① ② W

Until end of turn, target player can't cast instant or sorcery spells, and that player can't activate abilities that aren't mana abilities.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B G

This spell can't be countered.
Destroy target nonland permanent
with mana value 3 or less.

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Land

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

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B G

Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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① ② W

Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.

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Land - - Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)

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Land

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

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

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Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brainsurge 2U Instant Draw four cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Breeding Pool Land -- Forest Island {T}: Add {G} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cauldron Familiar B Creature -- Cat When this creature enters, each opponent loses 1 life and you gain 1 life. Sacrifice a Food: Return this card from your graveyard to the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Mox 0 Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	City of Brass Land Whenever this land becomes tapped, it deals 1 damage to you. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze 1 U Instant You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dimir Infiltrator U B Creature -- Spirit This creature can't be blocked. Transmute {1}{U}{B} ({1}{U}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dread Fugue B Sorcery Cleave {2}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Target player reveals their hand. You choose a nonland card from it [with mana value 2 or less]. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eladamri's Call G W Instant Search your library for a creature card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatal Push ⓑ Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fierce Empath ②⑥ Creature -- Elf When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flash ①Ⓤ Instant You may put a creature card from your hand onto the battlefield. If you do, sacrifice it unless you pay its mana cost reduced by {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {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
Flusterstorm Ⓤ Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation ①ⓊⓊ Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Will ③ⓊⓊ Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gemstone Mine Land This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian ProbeUP Sorcery {U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grand AbolisherWW Creature -- Human Cleric During your turn, your opponents can't cast spells or activate abilities of artifacts, creatures, or enchantments. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Tutor1BB Sorcery Search your library for a card, put that card into your hand, then shuffle. You lose 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedge Maze Land -- Forest Island {T}: Add {G} or {U}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Imperial SealB Sorcery Search your library for a card, then shuffle and put that card on top. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inquisition of KozilekB Sorcery Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Into the Flood Maw Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lim-Dûl's Vault Instant Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Marsh Flats 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 PLAYbotbox.dev	Mental Misstep Instant ({U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Merchant Scroll ①② Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mox Diamond ⑥ Artifact If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Muddle the Mixture ②② Instant Counter target instant or sorcery spell. Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mystical Tutor ② Instant Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Noxious Revival GP Instant {G/P} can be paid with either {G} or 2 life.) Put target card from a graveyard on top of its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opt ② Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Orim's Chant W Instant Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Overgrown Tomb Land -- Swamp Forest {T}: Add {B} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Path to Exile Instant Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Peek Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Personal Tutor Sorcery Search your library for a sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Planar Genesis Instant Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Preordain Sorcery Scry 2, then draw a card. (To 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sorcery

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Creature -- Beast

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6/6

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

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Legendary Creature -- Halfling Peasant

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2/2

Land -- Forest Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scrubland Land -- Plains Swamp ({T}: Add {W} or {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Serum Visions Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shadowy Backstreet Land -- Plains Swamp ({T}: Add {W} or {B}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Shred Memory Instant Exile up to four target cards from a single graveyard. Transmute {1}{B}{B} ({1}{B}{B}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sleight of Hand Sorcery Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Snapcaster Mage Creature -- Human Wizard Flash 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solve the Equation Sorcery Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

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② ③

When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay $\{2\}\{G\}\{G\}$. If you don't, you lose the game.

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W

Exile target creature. Its controller gains life equal to its power.

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G

Search your library for a creature card, reveal it, then shuffle and put that card on top.

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① W U

Each opponent can cast spells only any time they could cast a sorcery

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

L 4

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4 W W

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.)

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B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tropical Island Land -- Forest Island {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tundra Land -- Plains Island {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Underground Sea Land -- Island Swamp {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Verdant Catacombs Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Viscera Seer Creature -- Vampire Wizard Sacrifice a creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Waterlogged Teachings Instant Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev Inundated Archive Land This land enters tapped. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Windswept Heath Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wooded Foothills Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Worldly Tutor Instant Search your library for a creature card, reveal it, then shuffle and put the card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Zagoth Triome Land -- Swamp Forest Island {T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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