

Aetherize (3)(U) Instant Return all attacking creatures to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Signet (2) Artifact {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcanis the Omnipotent (3)(U)(U)(U) Legendary Creature -- Wizard {T}: Draw three cards. {2}{U}{U}: Return Arcanis to its owner's hand. 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bident of Thassa (2)(U)(U) Legendary Enchantment Artifact Whenever a creature you control deals combat damage to a player, you may draw a card. {1}{U}, {T}: Creatures your opponents control attack this turn if able. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Blue Sun's Zenith (X)(U)(U)(U) Instant Target player draws X cards. Shuffle Blue Sun's Zenith into its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brass's Tunnel-Grinder (2)(R) Legendary Artifact When Brass's Tunnel-Grinder enters, discard any number of cards, then draw that many cards plus one. At the beginning of your end step, if you descended this turn, put a bore counter on Brass's Tunnel-Grinder. Then if there are three or more bore counters on it, remove those counters and transform it. (You descended if a permanent card was put into your graveyard from anywhere.) BACK FACE Tecutlan, the Searing Rift Legendary Land -- Cave (Transforms from Brass's Tunnel-Grinder.) {T}: Add {R}. Whenever you cast a permanent spell using mana produced by Tecutlan, discover X, where X is that spell's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cast into the Fire (1)(R) Instant Choose one -- * Cast into the Fire deals 1 damage to each of up to two target creatures. * Exile target artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chasm Skulker (2)(U) Creature -- Squid Horror Whenever you draw a card, put a +1/+1 counter on this creature. When this creature dies, create X 1/1 blue Squid creature tokens with islandwalk, where X is the number of +1/+1 counters on this creature. (They can't be blocked as long as defending player controls an Island.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coastal Piracy ②④④ Enchantment Whenever a creature you control deals combat damage to an opponent, you may draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collective Defiance ①④④ Sorcery Escalate {1} (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target player discards all the cards in their hand, then draws that many cards. * Collective Defiance deals 4 damage to target creature. * Collective Defiance deals 3 damage to target opponent or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Commander's Sphere ③ Artifact {T}: Add one mana of any color in your commander's color identity. Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Counterspell ④④ Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day's Undoing ②④ Sorcery Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Decanter of Endless Water ③ Artifact You have no maximum hand size. {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deep Analysis ③④ Sorcery Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dictate of Kruphix 1 U U Enchantment Flash (You may cast this spell any time you could cast an instant.) At the beginning of each player's draw step, that player draws an additional card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Distant Melody 3 U Sorcery Choose a creature type. Draw a card for each permanent you control of that type. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Diviner's Portent X U U U Instant Roll a d20 and add the number of cards in your hand. 1--14 Draw X cards. 15+ Scry X, then draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flux 2 U Sorcery Each player discards any number of cards, then draws that many cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fog Bank 1 U Creature -- Wall Defender (This creature can't attack.) Flying Prevent all combat damage that would be dealt to and dealt by this creature. 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frantic Search 2 U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Frostboil Snarl Land As this land enters, you may reveal an Island or Mountain card from your hand. If you don't, this land enters tapped. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hedron Archive 4 Artifact {T}: Add {C}{C}. {2}, {T}, Sacrifice this artifact: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Highland Lake Land This land enters tapped. {T}: Add {U} or {R}.	Howling Mine ② Artifact At the beginning of each player's draw step, if this artifact is untapped, that player draws an additional card.	Impact Tremors ① ①R Enchantment Whenever a creature you control enters, this enchantment deals 1 damage to each opponent.	Island Basic Land -- Island ({T}: Add {U}.)
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Izzet Boilerworks Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {U}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Izzet Signet Artifact {1}, {T}: Add {U}{R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jin-Gitaxias, Core Augur Legendary Creature -- Phyrexian Praetor Flash At the beginning of your end step, draw seven cards. Each opponent's maximum hand size is reduced by seven. 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kraum, Ludevic's Opus Legendary Creature -- Zombie Horror Flying, haste Whenever an opponent casts their second spell each turn, draw a card. Partner (You can have two commanders if both have partner.) 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Niv-Mizzet, the Firemind (2)(U)(U)(R)(R) Legendary Creature -- Dragon Wizard Flying Whenever you draw a card, Niv-Mizzet deals 1 damage to any target. {T}: Draw a card. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opt (U) 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 PLAY botbox.dev	Perplexing Test (3)(U)(U) Instant Choose one -- * Return all creature tokens to their owners' hands. * Return all nontoken creatures to their owners' hands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plea for Power (3)(U) Sorcery Will of the council -- Starting with you, each player votes for time or knowledge. If time gets more votes, take an extra turn after this one. If knowledge gets more votes or the vote is tied, draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ponder (U) 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 PLAY botbox.dev	Pongify (U) Instant Destroy target creature. It can't be regenerated. Its controller creates a 3/3 green Ape creature token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Propaganda (2)(U) Enchantment Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychosis Crawler (5) Artifact Creature -- Phyrexian Horror Psychosis Crawler's power and toughness are each equal to the number of cards in your hand. Whenever you draw a card, each opponent loses 1 life. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raid Bombardment 2 R Enchantment Whenever a creature you control with power 2 or less attacks, this enchantment deals 1 damage to the player or planeswalker that creature is attacking. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Reliquary Tower 2 R Land You have no maximum hand size. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sapphire Medallion 2 Artifact Blue spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sensei's Divining Top 1 Artifact {1}: Look at the top three cards of your library, then put them back in any order. {T}: Draw a card, then put this artifact on top of its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Serum Visions U Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Shared Animosity 2 R Enchantment Whenever a creature you control attacks, it gets +1/+0 until end of turn for each other attacking creature that shares a creature type with it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Skullclamp 1 Artifact -- Equipment Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1} PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slate of Ancestry 4 Artifact {4}, {T}, Discard your hand: Draw a card for each creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sol Ring Artifact {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spellbook Artifact -- Book You have no maximum hand size. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Struggle for Project Purity Enchantment As this enchantment enters, choose Brotherhood or Enclave. * Brotherhood -- At the beginning of your upkeep, each opponent draws a card. You draw a card for each card drawn this way. * Enclave -- Whenever a player attacks you with one or more creatures, that player gets twice that many rad counters. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Swarm Intelligence Enchantment Whenever you cast an instant or sorcery spell, you may copy that spell. You may choose new targets for the copy. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swiftwater Cliffs Land This land enters tapped. When this land enters, you gain 1 life. {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Symmetry Matrix Artifact Whenever a creature you control with power equal to its toughness enters, you may pay {1}. If you do, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tamiyo, the Moon Sage Legendary Planeswalker -- Tamiyo [+1]: Tap target permanent. It doesn't untap during its controller's next untap step. [-2]: Draw a card for each tapped creature target player controls. [-8]: You get an emblem with "You have no maximum hand size" and "Whenever a card is put into your graveyard from anywhere, you may return it to your hand." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Bell Artifact {T}: Each player draws a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of the False God Land {T}: Add {C}{C}. Activate only if you control five or more lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Locust God 4 U R Legendary Creature -- God Flying Whenever you draw a card, create a 1/1 blue and red Insect creature token with flying and haste. {2}{U}{R}: Draw a card, then discard a card. When The Locust God dies, return it to its owner's hand at the beginning of the next end step. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Magic Mirror 6 U U U Legendary Artifact This spell costs {1} less to cast for each instant and sorcery card in your graveyard. You have no maximum hand size. At the beginning of your upkeep, put a knowledge counter on The Magic Mirror, then draw a card for each knowledge counter on The Magic Mirror. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thought Reflection 4 U U U Enchantment If you would draw a card, draw two cards instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Vessel 2 Artifact You have no maximum hand size. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Throne of the God-Pharaoh 2 Legendary Artifact At the beginning of your end step, each opponent loses life equal to the number of tapped creatures you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ugin's Insight 3 U U Sorcery Scry X, where X is the greatest mana value among permanents you control, then draw three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Venser's Journal Artifact -- Book You have no maximum hand size. At the beginning of your upkeep, you gain 1 life for each card in your hand. 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whirlpool Warrior Creature -- Merfolk Warrior When this creature enters, shuffle the cards from your hand into your library, then draw that many cards. {R}, Sacrifice this creature: Each player shuffles the cards from their hand into their library, then draws that many cards. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Windfall Sorcery Each player discards their hand, then draws cards equal to the greatest number of cards a player discarded this way. 2U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worn Powerstone Artifact This artifact enters tapped. {T}: Add {C}{C}. 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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