

## Arid Mesa

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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## Consult the Star Charts (1)(U)

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)

Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

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## Consult the Star Charts ①②

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**Day's Undoing** (2)(U)

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.)

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Day's Undoing (2U)

Sorcery

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Day's Undoing (2) (U)

Sorcery

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## Elegant Parlor

Land -- Mountain Plains

([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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Erode (W)

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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## 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.

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## Floodfarm Verge

Land

{T}: Add {W}.  
{T}: Add {U}. Activate only if you control a Plains or an Island.

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**Force of Negation** (1)(U)(U)

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.

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| <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.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                            | <div>Monumental Henge</div> <div>Land</div> <div>This land enters tapped unless you control a Plains.<br/>{T}: Add {W}.<br/>{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br/>(Artifacts, legends, and Sagas are historic.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Mystic Gate</div> <div>Land</div> <div>{T}: Add {C}.<br/>{W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                | <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>           | <div>Narset, Parter of Veils 1UU</div> <div>Legendary Planeswalker -- Narset</div> <div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Orim's Chant W</div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                         |

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| <div><div>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</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</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</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>                                                                                             |

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| <div><div><div>Razorgrass Ambush</div><div>Instant</div><div>Razorgrass Ambush deals 3 damage to target attacking or blocking creature.</div></div><div><div>----- BACK FACE -----</div><div><div>Razorgrass Field</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                       | <div><div><div>Silence</div><div>Instant</div><div>Your opponents can't cast spells this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                             | <div><div><div>Silence</div><div>Instant</div><div>Your opponents can't cast spells this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                             |
| <div><div><div>Silence</div><div>Instant</div><div>Your opponents can't cast spells this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                           | <div><div><div>Sink into Stupor</div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div></div><div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Solitude</div><div>Creature -- Elemental Incarnation</div><div>Flash 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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Solitude</div><div>Creature -- Elemental Incarnation</div><div>Flash 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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <b>Solitude</b> <div> <div>3</div> <div>W</div> <div>W</div> </div> </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> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                    | <div> <b>Solitude</b> <div> <div>3</div> <div>W</div> <div>W</div> </div> </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> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                    | <div> <b>Spell Snare</b> <div> <div>U</div> </div> </div> <div>           Instant         </div> <div>           Counter target spell with mana value 2.         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                  | <div> <b>Spell Snare</b> <div> <div>U</div> </div> </div> <div>           Instant         </div> <div>           Counter target spell with mana value 2.         </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                                                                                                  |
| <div> <b>Teferi, Time Raveler</b> <div> <div>1</div> <div>W</div> <div>U</div> </div> </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>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Teferi, Time Raveler</b> <div> <div>1</div> <div>W</div> <div>U</div> </div> </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>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Teferi, Time Raveler</b> <div> <div>1</div> <div>W</div> <div>U</div> </div> </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>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Teferi, Time Raveler</b> <div> <div>1</div> <div>W</div> <div>U</div> </div> </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>L 4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div> <b>The Mind Stone</b> <span>1W</span> </div> <div>           Legendary Artifact -- Infinity Stone         </div> <div> <p>Indestructible</p> <p>{T}: Add {W}.</p> <p>{5}{W}, {T}: Harness The Mind Stone. (Once harnessed, its inf ability is active.)</p> <p>inf -- At the beginning of your end step, exile up to one other target nonland permanent you control, then return that card to the battlefield under its owner's control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>The Theorist, Jace Beleren</b> <span>2UU</span> </div> <div>           Legendary Planeswalker -- Jace         </div> <div> <p>At the beginning of each opponent's draw step, you draw a card.</p> <p>[+1]: Create a 1/1 blue Illusion creature token.</p> <p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p> <p>[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</p> </div> <div> <div>L 3</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Wrath of the Skies</b> <span>XWW</span> </div> <div>           Sorcery         </div> <div> <p>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.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                 | <div> <b>Wrath of the Skies</b> <span>XWW</span> </div> <div>           Sorcery         </div> <div> <p>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.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                 |
| <div> <b>Wrath of the Skies</b> <span>XWW</span> </div> <div>           Sorcery         </div> <div> <p>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.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                          | <div> <b>Beza, the Bounding Spring</b> <span>2WW</span> </div> <div>           Legendary Creature -- Elemental Elk         </div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                         | <div> <b>Consign to Memory</b> <span>U</span> </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> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Consign to Memory</b> <span>U</span> </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> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <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.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>High Noon</div> <div>1W</div> </div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>High Noon</div> <div>1W</div> </div> <div>Enchantment</div> <div>Each player can't cast more than one spell each turn.<br/>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div> <div>Isochron Scepter</div> <div>2</div> </div> <div>Artifact</div> <div>Imprint -- When this artifact enters, you may exile an instant card with mana value 2 or less from your hand.<br/>{2}, {T}: You may copy the exiled card. If you do, you may cast the copy without paying its mana cost.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Mystical Dispute</div> <div>2U</div> </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}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div> <div>Mystical Dispute</div> <div>2U</div> </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}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      | <div> <div>Mystical Dispute</div> <div>2U</div> </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}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>      |

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| <div> <div> <b>Spell Snare</b> <div>U</div> </div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Supreme Verdict</b> <div>1W W U</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> <div> <b>The Wandering Emperor</b> <div>2W W</div> </div> <div> Legendary Planeswalker </div> <div> Flash<br/>As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.<br/>[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.<br/>[-1]: Create a 2/2 white Samurai creature token with vigilance.<br/>[-2]: Exile target tapped creature. You gain 2 life. </div> <div> [sideboard] </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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