

U

Target player draws three cards.

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## ①

{T}, Sacrifice this artifact: Add three mana of any one color.

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U

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

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① B

Search your library for a card, put that card into your hand, then shuffle.

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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}, 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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U

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.)

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U

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.)

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| <div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                 | <div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           |
| <div><div><div>Gitaxian Probe</div><div><div>UP</div></div></div><div><div>Sorcery</div><div>(<math>\{U/P\}</math> can be paid with either <math>\{U\}</math> or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 | <div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>(<math>\{T\}</math>: Add <math>\{U\}</math>.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                      | <div><div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling <math>\{1\}</math> (<math>\{1\}</math>, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mana Crypt</div><div><div>0</div></div></div><div><div>Artifact</div><div>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.<br/><math>\{T\}</math>: Add <math>\{C\}\{C\}</math>.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Mana Vault</div><div>1</div><div>Artifact</div><div><p>This artifact doesn't untap during your untap step.</p><p>At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.</p><p>At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.</p><p>{T}: Add {C}{C}{C}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Manifold Key</div><div>1</div><div>Artifact</div><div><p>{1}, {T}: Untap another target artifact.</p><p>{3}, {T}: Target creature can't be blocked this turn.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div>Mental Misstep</div><div>UP</div><div>Instant</div><div><p>{U/P} can be paid with either {U} or 2 life.)</p><p>Counter target spell with mana value 1.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Merchant Scroll</div><div>1U</div><div>Sorcery</div><div><p>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                           |
| <div><div>Meticulous Archive</div><div></div><div>Land -- Plains Island</div><div><p>{T}: Add {W} or {U}.)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div>Mishra's Bauble</div><div>0</div><div>Artifact</div><div><p>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div></div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div></div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div>Mox Opal</div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mox Opal</div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                    |
| <div><div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             | <div><div><div>Paradoxical Outcome</div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Paradoxical Outcome</div><div><div>3</div><div>U</div></div></div><div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Paradoxical Outcome</div><div><div>3</div><div>U</div></div></div><div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Paradoxical Outcome</div><div><div>3</div><div>U</div></div></div><div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Polluted Delta</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                  |
| <div><div><div>Portable Hole</div><div><div>W</div></div></div><div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    | <div><div><div>Scalding Tarn</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                               | <div><div><div>Sensei's Divining Top</div><div><div>1</div></div></div><div><div>Artifact</div><div>{1}: Look at the top three cards of your library, then put them back in any order.<br/>{T}: Draw a card, then put this artifact on top of its owner's library.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>  | <div><div><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div></div></div> <div><div>----- BACK FACE -----</div><div><div><div>Soporific Springs</div></div><div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Snapcaster Mage</b> (1)(U)<br>Creature -- Human Wizard<br>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.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sol Ring</b> (1)<br>Artifact<br>{T}: Add {C}{C}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      | <b>Stock Up</b> (2)(U)<br>Sorcery<br>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                 | <b>Stock Up</b> (2)(U)<br>Sorcery<br>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                 |
| <b>Stock Up</b> (2)(U)<br>Sorcery<br>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                              | <b>Stock Up</b> (2)(U)<br>Sorcery<br>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thundertrap Trainer</b> (1)(U)<br>Creature -- Otter Wizard<br>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>When this creature enters, 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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Thundertrap Trainer</b> (1)(U)<br>Creature -- Otter Wizard<br>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>When this creature enters, 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.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div> <div>Thundertrap Trainer</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Otter Wizard</div> <div> Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> When this creature enters, 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> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Time Vault</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> This artifact enters tapped. This artifact doesn't untap during your untap step.<br/> If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact.<br/> {T}: Take an extra turn after this one. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Time Walk</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> Take an extra turn after this one. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tolarian Academy</div> </div> <div> <div>Legendary Land</div> <div> {T}: Add {U} for each artifact you control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Tundra</div> </div> <div> <div>Land -- Plains Island</div> <div> {T}: Add {W} or {U}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Tundra</div> </div> <div> <div>Land -- Plains Island</div> <div> {T}: Add {W} or {U}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                            | <div> <div>Underground Sea</div> </div> <div> <div>Land -- Island Swamp</div> <div> {T}: Add {U} or {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                   | <div> <div>Underground Sea</div> </div> <div> <div>Land -- Island Swamp</div> <div> {T}: Add {U} or {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                   |

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| <div> <b>Urza's Saga</b> </div> <div>           Enchantment Land -- Urza's Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Vampiric Tutor</b> </div> <div>           Instant         </div> <div> <p>Search your library for a card, then shuffle and put that card on top. You lose 2 life.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                         | <div> <b>Vexing Bauble</b> </div> <div>           Artifact         </div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Yawgmoth's Will</b> </div> <div>           Sorcery         </div> <div> <p>Until end of turn, you may play lands and cast spells from your graveyard.</p> <p>If a card would be put into your graveyard from anywhere this turn, exile that card instead.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                          |
| <div> <b>Flusterstorm</b> </div> <div>           Instant         </div> <div> <p>Counter target instant or sorcery spell unless its controller pays {1}.</p> <p>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                        | <div> <b>Force of Negation</b> </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> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Hurkyl's Recall</b> </div> <div>           Instant         </div> <div> <p>Return all artifacts target player owns to their hand.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                   | <div> <b>Lurrus of the Dream-Den</b> </div> <div>           Legendary Creature -- Cat Nightmare         </div> <div> <p>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</p> <p>Lifelink</p> <p>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</p> <p>[sideboard]</p> <div> <b>3/2</b> </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |

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| <b>Mindbreak Trap</b> (2)(U)(U)<br><hr/> Instant -- Trap<br><hr/> If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br>Exile any number of target spells.<br><br>[sideboard]                          | <b>Pithing Needle</b> (1)<br><hr/> Artifact<br><hr/> As this artifact enters, choose a card name.<br>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br><br>[sideboard] | <b>Seal of Cleansing</b> (1)(W)<br><hr/> Enchantment<br><hr/> Sacrifice this enchantment: Destroy target artifact or enchantment.<br><br>[sideboard]                      | <b>Soul-Guide Lantern</b> (1)<br><hr/> Artifact<br><hr/> When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br><br>[sideboard] |
| <b>Soul-Guide Lantern</b> (1)<br><hr/> Artifact<br><hr/> When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br><br>[sideboard] | <b>Steel Sabotage</b> (U)<br><hr/> Instant<br><hr/> Choose one --<br>* Counter target artifact spell.<br>* Return target artifact to its owner's hand.<br><br>[sideboard]                                                     | <b>Steel Sabotage</b> (U)<br><hr/> Instant<br><hr/> Choose one --<br>* Counter target artifact spell.<br>* Return target artifact to its owner's hand.<br><br>[sideboard] | <b>Swords to Plowshares</b> (W)<br><hr/> Instant<br><hr/> Exile target creature. Its controller gains life equal to its power.<br><br>[sideboard]                                                                                                               |

Swords to Plowshares

W

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swords to Plowshares

W

Instant

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

[sideboard]

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Virtue's Ruin

2B

Sorcery

Destroy all white creatures.

[sideboard]

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