

<div><div>Consult the Star Charts 1U</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Consult the Star Charts 1U</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Consult the Star Charts 1U</div><div>Instant</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cori Mountain Monastery</div><div>Land</div><div>This land enters tapped unless you control a Plains or an Island. {T}: Add {R}. {3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Day of Judgment 2WW</div><div>Sorcery</div><div>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Day of Judgment 2WW</div><div>Sorcery</div><div>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deserted Beach</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Firebending Lesson R</div><div>Instant -- Lesson</div><div>Kicker {4} (You may pay an additional {4} as you cast this spell.) Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Firebending Lesson</div> <div>Instant -- Lesson</div> <div> <p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p> <p>Firebending Lesson deals 2 damage to target creature. If this spell was kicked, it deals 5 damage to that creature instead.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Fire Magic</div> <div>Instant</div> <div> <p>Tiered (Choose one additional cost.)</p> <p>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.</p> <p>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.</p> <p>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Flashback</div> <div>Instant</div> <div> <p>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.)</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Flashback</div> <div>Instant</div> <div> <p>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.)</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div> <div>Gloomlake Verge</div> <div>Land</div> <div> <p>{T}: Add {U}.</p> <p>{T}: Add {B}. Activate only if you control an Island or a Swamp.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Gloomlake Verge</div> <div>Land</div> <div> <p>{T}: Add {U}.</p> <p>{T}: Add {B}. Activate only if you control an Island or a Swamp.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div> <p>({T}: Add {W} or {B}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div> <div>Godless Shrine</div> <div>Land -- Plains Swamp</div> <div> <p>({T}: Add {W} or {B}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Great Hall of the Biblioplex</div> <div>Land</div> <div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell. {5}: If this land isn't a creature, it becomes a 2/4 Wizard creature with "Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn." It's still a land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Hallowed Fountain</div> <div>Land -- Plains Island</div> <div>({T}): Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Hallowed Fountain</div> <div>Land -- Plains Island</div> <div>({T}): Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Inevitable Defeat ①RWB</div> <div>Instant</div> <div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Inevitable Defeat ①RWB</div> <div>Instant</div> <div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Inevitable Defeat</div><div><div>1</div><div>R</div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Inevitable Defeat</div><div><div>1</div><div>R</div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered. Exile target nonland permanent. Its controller loses 3 life and you gain 3 life.</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>({T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Jeskai Revelation</div><div><div>4</div><div>U</div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Jeskai Revelation</div><div><div>4</div><div>U</div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Jeskai Revelation</div><div><div>4</div><div>U</div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Jeskai Revelation</div><div><div>4</div><div>U</div><div>R</div><div>W</div></div></div><div><div>Instant</div><div>Return target spell or permanent to its owner's hand. Jeskai Revelation deals 4 damage to any target. Create two 1/1 white Monk creature tokens with prowess. Draw two cards. You gain 4 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mistrise Village</div></div><div><div>Land</div><div>This land enters tapped unless you control a Mountain or a Forest. {T}: Add {U}. {U}, {T}: The next spell you cast this turn can't be countered.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>No More Lies</div><div><div>W</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Plains</div></div> <div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Plunder the Trollshaws</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Draw a card. If this spell was cast from a graveyard, draw two cards instead. Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div>Shattered Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Snare</div><div>Instant</div><div>Counter target spell with mana value 2.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stock Up</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Stock Up</div><div>Sorcery</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Stormcarved Coast</div></div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent exiles a creature they control and their graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent exiles a creature they control and their graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Strategic Betrayal</div><div><div>1</div><div>B</div></div></div> <div>Sorcery</div> <div>Target opponent exiles a creature they control and their graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Sunbillow Verge</div></div> <div>Land</div> <div>{T}: Add {W}. {T}: Add {R}. Activate only if you control a Mountain or a Plains.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tablet of Discovery</div><div><div>2</div><div>R</div></div></div> <div>Artifact</div> <div>When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.) {T}: Add {R}. {T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Strategic Betrayal</div><div>①B</div></div><div>Sorcery</div><div>Target opponent exiles a creature they control and their graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Torpor Orb</div><div>②</div></div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Torpor Orb</div><div>②</div></div><div>Artifact</div><div>Creatures entering don't cause abilities to trigger.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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