

Ancestral Vision

Sorcery

Suspend 4--{U} (Rather than cast this card from your hand, pay {U} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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As Foretold

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Enchantment

At the beginning of your upkeep, put a time counter on this enchantment. Once each turn, you may pay {0} rather than pay the mana cost for a spell you cast with mana value X or less, where X is the number of time counters on this enchantment.

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Bad lands

Land -- Swamp Mountain

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

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Baral's Expertise (3)(U)(U)

3 U U

Sorcery

Return up to three target artifacts and/or creatures to their owners' hands.
You may cast a spell with mana value 4 or less from your hand without paying its mana cost.

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Blackcleave Cliffs

Land

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

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Blood Crypt

Land - - Swamp Mountain

($\{T\}$: Add $\{B\}$ or $\{R\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Bloodstained Mire

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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Brain Freeze 1 U Instant Target player mills three cards. 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	Bribery 3 U U Sorcery Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bubbling Muck B Sorcery Until end of turn, whenever a player taps a Swamp for mana, that player adds an additional {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cabal Ritual 1 B Instant Add {B}{B}{B}. Threshold -- Add {B}{B}{B}{B}{B} instead if there are seven or more cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cascade Bluffs Land {T}: Add {C}. {U/R}, {T}: Add {U}{U}, {U}{R}, or {R}{R}. 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	Command Tower Land {T}: Add one mana of any color in your commander's color identity. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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

Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, add {B}{B}{B}.

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B

Add $\{B\}\{B\}\{B\}$.

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Land

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

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① ② R

Add {R}{R}{R}.
Splice onto Arcane {1}{R} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)

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 $\{1\}, \{T\}: \text{Add } \{U\}\{B\}.$

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3 U U

Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell.

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Create two 1/1 red Goblin creature tokens.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

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2 B

As this enchantment enters, choose a creature type.
All creatures of the chosen type get -1/-1.

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Faithless Looting (R) Sorcery Draw two cards, then discard two cards. Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	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.	Force of Will (3)(U)(U) 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.	Frantic Search (2)(U) Instant Draw two cards, then discard two cards. Untap up to three lands.
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Gitaxian Probe (UP) Sorcery {U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card.	Helm of Awakening (2) Artifact Spells cost {1} less to cast.	High Tide (U) Instant Until end of turn, whenever a player taps an Island for mana, that player adds an additional {U}.	Impulse (1)(U) Instant Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.
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B

Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.

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U

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

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 $\{1\}, \{T\}: \text{Add } \{U\}\{R\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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U

Instant and sorcery spells you cast cost {1} less to cast.
Whenever you cast an instant or sorcery spell, scry 1.

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Discard your hand, Sacrifice this artifact: Add three mana of any one color. Activate only as an instant.

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Artifact

Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)

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

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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 Flare Enchantment Whenever a player taps a land for mana, that player adds one mana of any type that land produced. 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 Note Instant Mill two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Merchant Scroll 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	Mind's Desire Sorcery Shuffle your library. Then exile the top card of your library. Until end of turn, you may play that card without paying its mana cost. Storm (When you cast this spell, copy it for each spell cast before it this turn.) 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

Mountain

Basic Land -- Mountain

$$(\{T\} : \text{Add } \{R\}.)$$

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Mox Diamond

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.

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Opt

Instant

Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
Draw a card.

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Past in Flames

Sorcery

Each instant and sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost.
Flashback {4}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Peek

Instant

Look at target player's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pentad Prism

Artifact

Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)
Remove a charge counter from this artifact: Add one mana of any color.

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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 PLAY botbox.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.

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① R

Add $\{R\}\{R\}\{R\}$.

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① R

Pyroclasm deals 2 damage to each creature.

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 $\{1\}, \{T\}: \text{Add } \{B\}\{R\}.$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add one mana of any type that a land you control could produce.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ R R

Each player discards their hand, then draws seven cards.
Miracle {1}{R} (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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Add {R}{R}, then add {R} for each card named Rite of Flame in each graveyard.

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Land

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

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① ②

At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcantá. (Look at the top card of your library. You may put that card into your graveyard.)

- - - BACK FACE - - -

Legendary Land

(Transforms from Search for Azcanta.)
 {T}: Add {U}.
 {2}{U}, {T}: 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 any
 order.

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Seething Song

②R

Instant

Add $\{R\}\{R\}\{R\}\{R\}\{R\}$.

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Serum Visions

U

Sorcery

Draw a card. Scry 2.

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Shivan Reef

Land

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{T}: Add {C}.
{T}: Add {U} or {R}. This land deals
1 damage to you.
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Sleight of Hand

U

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.

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Snapcaster Mage

① ②

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

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Snow-Covered Island

Basic Snow Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Mountain

Basic Snow Land -- Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snow-Covered Swamp

Basic Snow Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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Spirebluff Canal Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.	Sulfurous Springs Land {T}: Add {C}. {T}: Add {B} or {R}. This land deals 1 damage to you.	Sunken Ruins Land {T}: Add {C}. {U/B}, {T}: Add {U}{U}, {U}{B}, or {B}{B}.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Swamp Basic Land -- Swamp ({T}: Add {B}.)	Swamp Basic Land -- Swamp ({T}: Add {B}.)	Tainted Pact ① ② ③ Instant Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.	Tendrils of Agony ② ③ ④ Sorcery Target player loses 2 life and you gain 2 life. 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

Target player mills two cards.
Draw a card.

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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.

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4 U U

Exile Time Spiral. Each player shuffles their hand and graveyard into their library, then draws seven cards. You untap up to six lands.

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②③

Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)

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Land

This land enters tapped.
{T}: Add {U}.
Transmute {1}{U}{U} ({1}{U}{U},
Discard this card: Search your
library for a card with mana value
0, reveal it, put it into your hand,
then shuffle. Transmute only as a
sorcery.)

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2 B

As an additional cost to cast this spell, pay X life.
All creatures get -X/-X until end of turn.

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2 U U

Choose artifact, creature, or land. Tap all untapped permanents of the chosen type target player controls, or untap all tapped permanents of that type that player controls.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Underground Sea

Land -- Island Swamp

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

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Urborg, Tomb of Yawgmoth

Legendary Land

Each land is a Swamp in addition to its other land types.

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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.

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Visions of Beyond

U

Instant

Draw a card. If a graveyard has twenty or more cards in it, draw three cards instead.

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Volcanic Island

Land -- Island Mountain

$$(\{T\}: \text{Add } \{U\} \text{ or } \{R\}.)$$

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.

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Wheel of Fate

Sorcerv

Suspend 4--{1}{R} (Rather than cast this card from your hand, pay {1}{R} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Each player discards their hand, then draws seven cards.

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Wheel of Fortune

②R

Sorcerv

Each player discards their hand, then draws seven cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

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Yahenni's Expertise (2)(B)(B)

Sorcery

All creatures get -3/-3 until end of turn.
You may cast a spell with mana value 3 or less from your hand without paying its mana cost.

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Yawgmoth's Will

Sorcery

Until end of turn, you may play lands and cast spells from your graveyard.
If a card would be put into your graveyard from anywhere this turn, exile that card instead.

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Kess, Dissident Mage (1)(U)(B)(R)

Legendary Creature -- Human Wizard

Flying
Once during each of your turns, you may cast an instant or sorcery spell from your graveyard. If a spell cast this way would be put into your graveyard, exile it instead.

[sideboard]

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