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| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   | <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   |
| <div><div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div><div>Council's Judgment</div><div>Sorcery</div><div>Will of the council -- Starting with you, each player votes for a nonland permanent you don't control. Exile each permanent with the most votes or tied for most votes.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Counterbalance</div><div>Enchantment</div><div>Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, counter that spell if it has the same mana value as the revealed card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Counterbalance</div><div>Enchantment</div><div>Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, counter that spell if it has the same mana value as the revealed card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Counterbalance</div><div>UU</div></div> <div>Enchantment</div> <div>Whenever an opponent casts a spell, you may reveal the top card of your library. If you do, counter that spell if it has the same mana value as the revealed card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Counterspell</div><div>UU</div></div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <div><div>Counterspell</div><div>UU</div></div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                               | <div><div>Engineered Explosives</div><div>X</div></div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Flooded Strand</div></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                 |

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| <div><div>Force of Will</div><div><div>3UU</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>Force of Will</div><div><div>3UU</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>Force of Will</div><div><div>3UU</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>Force of Will</div><div><div>3UU</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>Island</div><div>Basic Land -- Island</div></div> <div><div>( {T}: Add {U}. )</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div></div> <div><div>( {T}: Add {U}. )</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div></div> <div><div>( {T}: Add {U}. )</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            | <div><div>Island</div><div>Basic Land -- Island</div></div> <div><div>( {T}: Add {U}. )</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            |

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| <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                     | <div> <b>Jace, the Mind Sculptor</b> </div> <div> Legendary Planeswalker -- Jace </div> <div> [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/> [0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/> [-1]: Return target creature to its owner's hand.<br/> [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Jace, the Mind Sculptor</b> </div> <div> Legendary Planeswalker -- Jace </div> <div> [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/> [0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/> [-1]: Return target creature to its owner's hand.<br/> [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Jace, the Mind Sculptor</b> </div> <div> Legendary Planeswalker -- Jace </div> <div> [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/> [0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/> [-1]: Return target creature to its owner's hand.<br/> [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Monastery Mentor</b> </div> <div> Creature -- Human Monk </div> <div> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Monastery Mentor</b> </div> <div> Creature -- Human Monk </div> <div> Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.) Whenever you cast a noncreature spell, create a 1/1 white Monk creature token with prowess. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                         | <div> <b>Narset, Parter of Veils</b> </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> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                               | <div> <b>Narset, Parter of Veils</b> </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> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                               |

① ② ③

Each opponent can't draw more than one card each turn.

[-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.

L 5

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Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

U

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

U

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.

Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle.

Draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

**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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

**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**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell  
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <div><div><div>Spell Pierce</div><div>U</div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>             | <div><div><div>Swords to Plowshares</div><div>W</div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                        | <div><div><div>Swords to Plowshares</div><div>W</div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                        | <div><div><div>Swords to Plowshares</div><div>W</div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                        |
| <div><div><div>Swords to Plowshares</div><div>W</div></div><div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Terminus</div><div>4WW</div></div><div><div>Sorcery</div><div>Put all creatures on the bottom of their owners' libraries.<br/>Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Terminus</div><div>4WW</div></div><div><div>Sorcery</div><div>Put all creatures on the bottom of their owners' libraries.<br/>Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Terminus</div><div>4WW</div></div><div><div>Sorcery</div><div>Put all creatures on the bottom of their owners' libraries.<br/>Miracle {W} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><b>Tundra</b></div><div>Land -- Plains Island</div><div>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       | <div><div><b>Tundra</b></div><div>Land -- Plains Island</div><div>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                       | <div><div><b>Volcanic Island</b></div><div>Land -- Island Mountain</div><div>(<b>{T}</b>): Add <b>{U}</b> or <b>{R}</b>.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                 | <div><div><b>Volcanic Island</b></div><div>Land -- Island Mountain</div><div>(<b>{T}</b>): Add <b>{U}</b> or <b>{R}</b>.)</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          |
| <div><div><b>Back to Basics</b><div>2U</div></div><div>Enchantment</div><div>Nonbasic lands don't untap during their controllers' untap steps.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Back to Basics</b><div>2U</div></div><div>Enchantment</div><div>Nonbasic lands don't untap during their controllers' untap steps.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Containment Priest</b><div>1W</div></div><div>Creature -- Human Cleric</div><div>Flash<br/>If a nontoken creature would enter and it wasn't cast, exile it instead.</div><div>[sideboard]</div></div> <div>2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><b>Disenchant</b><div>1W</div></div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div><div><div>Disenchant</div><div>①W</div></div><div><div>Instant</div><div>Destroy target artifact or enchantment.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                    | <div><div><div>Flusterstorm</div><div>U</div></div><div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Flusterstorm</div><div>U</div></div><div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Null Rod</div><div>②</div></div><div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                          |
| <div><div><div>Pithing Needle</div><div>①</div></div><div><div>Artifact</div><div>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.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                          | <div><div><div>Pyroblast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                          | <div><div><div>Red Elemental Blast</div><div>R</div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Vendilion Clique</div> <div>1UU</div> </div> <div> <div> <div>Legendary Creature -- Faerie Wizard</div> <div>Flash</div> <div>Flying</div> <div>When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.</div> </div> <div>[sideboard]</div> <div> <div>3/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
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