

①

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UB

Flying, deathtouch  
When this creature enters, draw a card.

**1/1**

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When this creature enters, draw a card.

1/1

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5

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)  
Equipped creature gets +4/+4 and has vigilance and lifelink.  
{3}: Return this Equipment to its owner's hand.  
Equip {5}

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U

Draw three cards, then put two cards from your hand on top of your library in any order.

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**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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## ①②

Whenever this creature becomes the target of a spell or ability, mill three cards.

**{2}{U}, {T}**: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.

1/1

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## ①②

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{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.

1/1

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| <b>Cephalid Illusionist</b> (1)(U)<br>Creature -- Octopus Wizard<br>Whenever this creature becomes the target of a spell or ability, mill three cards.<br>{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Cephalid Illusionist</b> (1)(U)<br>Creature -- Octopus Wizard<br>Whenever this creature becomes the target of a spell or ability, mill three cards.<br>{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Dread Return</b> (2)(B)(B)<br>Sorcery<br>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                         | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                         | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                        | <b>Force of Will</b> (3)(U)(U)<br>Instant<br>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
Counter target spell.

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Counter target spell.

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## Basic Land -- Island

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

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⑦

```
Living weapon
Indestructible
Equipped creature gets +5/+5 and has
first strike, trample,
indestructible, haste, and "Whenever
this creature deals combat damage to
a creature, exile that creature."
Equip {7}
```

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```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

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②③

**Vigilance**  
When Loran enters, destroy up to one target artifact or enchantment.  
{T}: You and target opponent each draw a card.

2/1

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

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## 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.

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

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Land

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

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## 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.

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① ②

Creature -- Illusion

Flying  
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

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① ②

Creature -- Illusion

**Flying**  
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Illusion

**Flying**  
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

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W

Creature -- Kor Nomad Soldier

```
{0}: The next 1 damage that would be
dealt to this creature this turn is
dealt to target creature you control
instead.
```

1/1

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## Nomads en-Kor

W

Creature -- Kor Nomad Soldier

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

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## Nomads en-Kor

W

Creature -- Kor Nomad Soldier

```
{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.
```

1/1

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## Nomads en-Kor

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Creature -- Kor Nomad Soldier

```
{0}: The next 1 damage that would be
dealt to this creature this turn is
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instead.
```

1/1

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## Otawara, Soaring City

Legendary Land

{T}: Add {U}.  
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.

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## Plains

Basic Land -- Plains

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

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## 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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{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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

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Sorcery

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Sorcery

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## Sorcery

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Sorcery

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Creature -- Human Soldier

1/1

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| <div> <b>Recruiter of the Guard</b> <span>2</span> <span>W</span> </div> <div>           Creature -- Human Soldier         </div> <div> <p>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Recruiter of the Guard</b> <span>2</span> <span>W</span> </div> <div>           Creature -- Human Soldier         </div> <div> <p>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                              | <div> <b>Scalding Tarn</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                 | <div> <b>Scrubland</b> </div> <div>           Land -- Plains Swamp         </div> <div> <p>{T}: Add {W} or {B}.</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                        |
| <div> <b>Shuko</b> <span>1</span> </div> <div>           Artifact -- Equipment         </div> <div> <p>Equipped creature gets +1/+0. Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)</p> </div> <div> <div></div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                              | <div> <b>Skyclave Apparition</b> <span>1</span> <span>W</span> <span>W</span> </div> <div>           Creature -- Kor Spirit         </div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less. When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Solitude</b> <span>3</span> <span>W</span> <span>W</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>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. Evoke--Exile a white card from your hand.</p> </div> <div> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Stoneforge Mystic</b> <span>1</span> <span>W</span> </div> <div>           Creature -- Kor Artificer         </div> <div> <p>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle. {1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</p> </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div>Stoneforge Mystic<div><div>1</div><div>W</div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Stoneforge Mystic<div><div>1</div><div>W</div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Stoneforge Mystic<div><div>1</div><div>W</div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Swamp<div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     |
| <div>Swords to Plowshares<div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div>Swords to Plowshares<div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div>Swords to Plowshares<div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                            | <div>Swords to Plowshares<div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Thassa's Oracle</b>  <br>Creature -- Merfolk Wizard<br><br>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)<br><br><div>1/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tundra</b><br>Land -- Plains Island<br><br>({T}: Add {W} or {U}.)<br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Tundra</b><br>Land -- Plains Island<br><br>({T}: Add {W} or {U}.)<br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Tundra</b><br>Land -- Plains Island<br><br>({T}: Add {W} or {U}.)<br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         |
| <b>Tundra</b><br>Land -- Plains Island<br><br>({T}: Add {W} or {U}.)<br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | <b>Underground Sea</b><br>Land -- Island Swamp<br><br>({T}: Add {U} or {B}.)<br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Underground Sea</b><br>Land -- Island Swamp<br><br>({T}: Add {U} or {B}.)<br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Underground Sea</b><br>Land -- Island Swamp<br><br>({T}: Add {U} or {B}.)<br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <b>Flusterstorm</b> <span>U</span> </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> <span>1UU</span> </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>Hydroblast</b> <span>U</span> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell if it's red.</li> <li>* Destroy target permanent if it's red.</li> </ul> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Mystical Dispute</b> <span>2U</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                           |
| <div> <b>Mystical Dispute</b> <span>2U</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                      | <div> <b>Plague Engineer</b> <span>2B</span> </div> <div>Creature -- Phyrexian Carrier</div> <div> <p>Deathtouch</p> <p>As this creature enters, choose a creature type. Creatures of the chosen type your opponents control get -1/-1.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                       | <div> <b>Prismatic Ending</b> <span>XW</span> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>  | <div> <b>Prismatic Ending</b> <span>XW</span> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <p><b>Serenity</b> (1)(W)</p> <p>Enchantment</p> <p>At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                | <p><b>Spell Pierce</b> (U)</p> <p>Instant</p> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                      | <p><b>Surgical Extraction</b> (BP)</p> <p>Instant</p> <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> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                | <p><b>Surgical Extraction</b> (BP)</p> <p>Instant</p> <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> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Thoughtseize</b> (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Thoughtseize</b> (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Yorion, Sky Nomad</b> (3)(W/U)(W/U)</p> <p>Legendary Creature -- Bird Serpent</p> <p>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (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>Flying</p> <p>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |                                                                                                                                                                                                                                                                                                                                                                                                                    |