

<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div>Flame of Anor</div><div><div>1</div><div>U</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Flame of Anor</div><div><div>1</div><div>U</div><div>R</div></div></div> <div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead. * Target player draws two cards. * Destroy target artifact. * Flame of Anor deals 5 damage to target creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Flooded Strand</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Flooded Strand</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div><div>Galvanic Discharge</div><div>R</div></div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic Discharge</div><div>R</div></div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hallowed Fountain</div><div></div></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>	<div><div><div>Invert Polarity</div><div>UUR</div></div><div>Instant</div><div>Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Island</div><div></div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Island</div><div></div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div> <div>Mystic Gate</div> <div>Land</div> <div> {T}: Add {C}. {W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Phlage, Titan of Fire's Fury</div> <div> Legendary Creature -- Elder Giant <div>6/6</div> </div> <div> When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Phlage, Titan of Fire's Fury</div> <div> Legendary Creature -- Elder Giant <div>6/6</div> </div> <div> When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Phlage, Titan of Fire's Fury</div> <div> Legendary Creature -- Elder Giant <div>6/6</div> </div> <div> When Phlage enters, sacrifice it unless it escaped. Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life. Escape--{R}{R}{W}{W}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}): Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Preordain</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Preordain</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Preordain</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>({T}): Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sacred Foundry</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scalding Tarn</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scalding Tarn</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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

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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① ②

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2/1

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① ②

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2/1

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① ②

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2/1

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U

Instant

Counter target spell with mana value 2.

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U

Instant

Counter target spell with mana value 2.

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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.

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<div><div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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<div><div><div><div><div><div></div><div>Celestial Purge</div><div>①Ⓦ</div></div></div><div><div>Instant</div><div>Exile target black or red permanent. [sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Consign to Memory</div><div>Ⓢ</div></div></div><div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Consign to Memory</div><div>Ⓢ</div></div></div><div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div><div><div><div></div><div>Dovin's Veto</div><div>ⓌⓈ</div></div></div><div><div>Instant</div><div>This spell can't be countered. Counter target noncreature spell. [sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>Your opponents can't cast spells from anywhere other than their hands.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>Your opponents can't cast spells from anywhere other than their hands.</p> <p>[sideboard]</p> </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Invert Polarity</div> <div> <div>U</div> <div>U</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose target spell, then flip a coin. If you win the flip, gain control of that spell and you may choose new targets for it. If you lose the flip, counter that spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>March of Otherworldly Light</div> <div> <div>X</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Soul-Guide Lantern</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Subtlety

2UU

Creature -- Elemental Incarnation

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

[sideboard]

3/3

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Vendilion Clique

1UU

Legendary Creature -- Faerie Wizard

Flash
Flying
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.

[sideboard]

3/1

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Wrath of the Skies

XWW

Sorcery

You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.

[sideboard]

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