

Ancestral Recall

Instant

Target player draws three cards.

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Black Lotus

Artifact

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

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Brainstorm

Instant

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

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Daze

Instant

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You may return an Island you control
to its owner's hand rather than pay
this spell's mana cost.
Counter target spell unless its
controller pays {1}.
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Demonic Tutor

Sorcery

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

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Dig Through Time

Instant

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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Dress Down

Enchantment

Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

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Drown in the Loch

Instant

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Choose one --
* Counter target spell with mana
value less than or equal to the
number of cards in its controller's
graveyard.
* Destroy target creature with mana
value less than or equal to the
number of cards in its controller's
graveyard.
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B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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Counter target instant or sorcery spell unless its controller pays {1}.

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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① ② ③

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.

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① U U

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.

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① U U

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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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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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3 U U

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Counter target spell.

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<div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</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. Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Gitaxian Probe</div><div><div>UP</div></div></div><div><div>Sorcery</div><div>($\{U/P\}$ can be paid with either $\{U\}$ or 2 life.) Look at target player's hand. Draw a card.</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>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>Draw three cards. Islandcycling $\{1\}$ ($\{1\}$, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
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① ②

Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.

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$$\{T\}: \text{Add } \{G\}.$$

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

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

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Nethergoyle's power is equal to the number of card types among cards in your graveyard and its toughness is equal to that number plus 1. Escape--[2]{B}, Exile any number of other cards from your graveyard with four or more card types among them. (You may cast this card from your graveyard for its escape cost.)

$$* / 1 + *$$

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① B

Flash
When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.

1/1

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sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

<div><div><div>Orcish Bowmasters</div><div><div>1</div><div>B</div></div></div><div><div>Creature -- Orc Archer</div><div>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Polluted Delta</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Polluted Delta</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div><div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
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<div>Sol Ring</div> <div>Artifact</div> <div>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Soul-Guide Lantern</div> <div>Artifact</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spell Pierce</div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spell Pierce</div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Strip Mine</div> <div>Land</div> <div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Time Walk</div> <div>Sorcery</div> <div>Take an extra turn after this one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Underground Sea</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Underground Sea</div> <div>Land -- Island Swamp</div> <div>({T}: Add {U} or {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Fatal Push</div><div>Instant</div><div><div>Destroy target creature if it has mana value 2 or less.</div><div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Fatal Push</div><div>Instant</div><div><div>Destroy target creature if it has mana value 2 or less.</div><div>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Force of Negation</div><div>Instant</div><div><div>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.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Grafdigger's Cage</div><div>Artifact</div><div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div></div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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Creature cards in graveyards and libraries can't enter the battlefield.
Players can't cast spells from graveyards or libraries.

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① W/B W/B

Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

3/2

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①

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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① ② B

Destroy target creature if it's white. A creature destroyed this way can't be regenerated.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Destroy target creature if it's white. A creature destroyed this way can't be regenerated.
Draw a card at the beginning of the next turn's upkeep.

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① ②

Enchant land
When this Aura enters, draw a card.
Enchanted land is an Island.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Enchant land
When this Aura enters, draw a card.
Enchanted land is an Island.

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```
Choose one --
* Counter target artifact spell.
* Return target artifact to its
owner's hand.
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sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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

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Choose one --
* Counter target artifact spell.
* Return target artifact to its
owner's hand.
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Legendary Land

[sideboard]

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Whenever a player casts a spell, if
no mana was spent to cast it,
counter that spell.
{1}, {T}, Sacrifice this artifact:
Draw a card.
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[sideboard]

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