

<div>Consider (U)</div> <div>Instant</div> <div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Consider (U)</div> <div>Instant</div> <div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Emry, Lurker of the Loch (2)(U)</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Emry enters, mill four cards. {T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Emry, Lurker of the Loch (2)(U)</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Emry enters, mill four cards. {T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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<div><div>Island</div><div>Basic Land -- Island</div><div>({T}): Add {U} .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jeskai Ascendancy</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures. Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jeskai Ascendancy</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures. Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jeskai Ascendancy</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, creatures you control get +1/+1 until end of turn. Untap those creatures. Whenever you cast a noncreature spell, you may draw a card. If you do, discard a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Mishra's Research Desk①</div><div>Artifact</div><div><p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p><p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mishra's Research Desk①</div><div>Artifact</div><div><p>{1}, {T}, Sacrifice this artifact: Exile the top two cards of your library. Choose one of them. Until the end of your next turn, you may play that card.</p><p>Unearth {1}{R} ({1}{R}: Return this card from your graveyard to the battlefield. Exile it at the beginning of the next end step or if it would leave the battlefield. Unearth only as a sorcery.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Amber⑥</div><div>Legendary Artifact</div><div><p>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Amber⑥</div><div>Legendary Artifact</div><div><p>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Restless Spire</div><div>Land</div><div>This land enters tapped. {T}: Add {U} or {R}. {U}{R}: Until end of turn, this land becomes a 2/1 blue and red Elemental creature with "During your turn, this creature has first strike." It's still a land. Whenever this land attacks, scry 1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Retraction Helix</div><div>Instant</div><div>Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand."</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Rona, Herald of Invasion</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Rona, Herald of Invasion</div><div>Card</div><div></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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Saheeli, Sublime Artificer 1U/RU/R</div><div>Legendary Planeswalker -- Saheeli</div><div>Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token. [-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Saheeli, Sublime Artificer 1U/RU/R</div><div>Legendary Planeswalker -- Saheeli</div><div>Whenever you cast a noncreature spell, create a 1/1 colorless Servo artifact creature token. [-2]: Target artifact you control becomes a copy of another target artifact or creature you control until end of turn, except it's an artifact in addition to its other types.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seachrome Coast</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>
<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>	<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spirebluff Canal</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.) 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>

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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Tormod's Crypt

Artifact

{T}, Sacrifice this artifact: Exile target player's graveyard.

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Treasure Cruise

Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Draw three cards.

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Treasure Cruise

Sorcery

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Draw three cards.

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Dovin's Veto

Instant

This spell can't be countered.
Counter target noncreature spell.

[sideboard]

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Get Lost

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

[sidebar]

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Mystical Dispute

Instant

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

[sidebar]

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Pithing Needle

Artifact

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.

[sideboard]

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<div> <div> Radiant Flames <div>2R</div> </div> <div> Sorcery </div> <div> Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. </div> <div> <div>[sideboard]</div> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Radiant Flames <div>2R</div> </div> <div> Sorcery </div> <div> Converge -- Radiant Flames deals X damage to each creature, where X is the number of colors of mana spent to cast this spell. </div> <div> <div>[sideboard]</div> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Reckoner Bankbuster <div>2</div> </div> <div> Artifact -- Vehicle </div> <div> This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 </div> <div> <div>[sideboard]</div> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Reckoner Bankbuster <div>2</div> </div> <div> Artifact -- Vehicle </div> <div> This Vehicle enters with three charge counters on it. {2}, {T}, Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater." Crew 3 </div> <div> <div>[sideboard]</div> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
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<div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div><p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p><p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p><p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div><p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p><p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p><p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Torch the Tower</div><div>R</div></div><div>Instant</div><div><p>Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)</p><p>Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.</p><p>If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.</p></div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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