

U

Target player draws three cards.

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① W

Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.

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

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① B

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

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① ②

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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① ②

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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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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<div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Gitaxian Probe</div> <div> <div>UP</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Haywire Mite</div> <div> <div>1</div> </div> </div> <div>Artifact Creature -- Insect</div> <div> When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div> <div>Island</div> </div> <div>Basic Land -- Island</div> <div> ({T}: Add {U}.) </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Mana Crypt</div> <div> <div>0</div> </div> </div> <div>Artifact</div> <div> At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you. {T}: Add {C}{C}. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Mana Vault</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> This artifact doesn't untap during your untap step. At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact. At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you. {T}: Add {C}{C}{C}. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div> <div>Manifold Key</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> {1}, {T}: Untap another target artifact. {3}, {T}: Target creature can't be blocked this turn. </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Mental Misstep</div><div>UP</div></div><div>Instant</div><div>(U/P can be paid with either U or 2 life.) Counter target spell with mana value 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Merchant Scroll</div><div>1U</div></div><div>Sorcery</div><div>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Misty Rainforest</div><div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Emerald</div><div>0</div></div><div>Artifact</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Mox Jet</div><div>0</div></div><div>Artifact</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Opal</div><div>0</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Opal</div><div>0</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Mox Opal</div><div>0</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

①

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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①

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

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

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0

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

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①

{T}, Sacrifice this artifact: Exile target player's graveyard.
When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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① ② W

Magical linkering -- {W}, {T},
Sacrifice an artifact: Search your
library for an artifact card with
mana value equal to 1 plus the
sacrificed artifact's mana value,
put it onto the battlefield, then
shuffle. Activate only as a sorcery.

2/2

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Sacrifice an artifact: Search your
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shuffle. Activate only as a sorcery.

2/2

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③ ④

Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.

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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>Paradoxical Outcome</div><div>3U</div></div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Paradoxical Outcome</div><div>3U</div></div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Paradoxical Outcome</div><div>3U</div></div><div>Instant</div><div>Return any number of target nonland, nontoken permanents you control to their owners' hands. Draw a card for each card returned to your hand this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Portable Hole</div><div>W</div></div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Portable Hole</div><div>W</div></div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Portable Hole</div><div>W</div></div><div>Artifact</div><div>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Scalding Tarn</div></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><div>Sensei's Divining Top</div><div>1</div></div><div>Artifact</div><div>{1}: Look at the top three cards of your library, then put them back in any order. {T}: Draw a card, then put this artifact on top of its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Sol Ring</div> <div>Artifact</div> <div>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spire of Industry</div> <div>Land</div> <div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spire of Industry</div> <div>Land</div> <div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Spire of Industry</div> <div>Land</div> <div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Spire of Industry</div> <div>Land</div> <div>{T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. Activate only if you control an artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Time Vault</div> <div>Artifact</div> <div>This artifact enters tapped. This artifact doesn't untap during your untap step. If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact. {T}: Take an extra turn after this one.</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>Tolarian Academy</div> <div>Legendary Land</div> <div>{T}: Add {U} for each artifact you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Tundra</div><div>Land -- Plains Island</div><div>(<code>{T}</code>): Add <code>{W}</code> or <code>{U}</code>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tundra</div><div>Land -- Plains Island</div><div>(<code>{T}</code>): Add <code>{W}</code> or <code>{U}</code>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tundra</div><div>Land -- Plains Island</div><div>(<code>{T}</code>): Add <code>{W}</code> or <code>{U}</code>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>(<code>{T}</code>): Add <code>{U}</code> or <code>{B}</code>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "<code>{T}</code>: Add <code>{C}</code>." II -- This Saga gains "<code>{2}</code>, <code>{T}</code>: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.' III -- Search your library for an artifact card with mana cost <code>{0}</code> or <code>{1}</code>, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "<code>{T}</code>: Add <code>{C}</code>." II -- This Saga gains "<code>{2}</code>, <code>{T}</code>: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.' III -- Search your library for an artifact card with mana cost <code>{0}</code> or <code>{1}</code>, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "<code>{T}</code>: Add <code>{C}</code>." II -- This Saga gains "<code>{2}</code>, <code>{T}</code>: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.' III -- Search your library for an artifact card with mana cost <code>{0}</code> or <code>{1}</code>, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "<code>{T}</code>: Add <code>{C}</code>." II -- This Saga gains "<code>{2}</code>, <code>{T}</code>: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.' III -- Search your library for an artifact card with mana cost <code>{0}</code> or <code>{1}</code>, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Vampiric Tutor</div><div>B</div></div><div>Instant</div><div>Search your library for a card, then shuffle and put that card on top. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vexing Bauble</div><div>1</div></div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vexing Bauble</div><div>1</div></div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Vexing Bauble</div><div>1</div></div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Angel's Grace</div><div>W</div></div><div>Instant</div><div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Angel's Grace</div><div>W</div></div><div>Instant</div><div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hurkyl's Recall</div><div>1U</div></div><div>Instant</div><div>Return all artifacts target player owns to their hand.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lavinia, Azorius Renegade</div><div>WU</div></div><div>Legendary Creature -- Human Soldier</div><div>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls. Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vexing Bauble</div> <div>1</div> </div> <div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	