

U

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Whenever you cast a historic spell, draw a card. Basim Ibn Ishaq can't be blocked this turn. This ability triggers only once each turn. (Artifacts, legends, and Sagas are historic.) Whenever Basim Ibn Ishaq deals combat damage to a player, put a +1/+1 counter on it.

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①

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

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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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① B

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

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①②

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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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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U

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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③ ④ ④

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

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><div>Force of Will</div><div>3UUU</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Gitaxian Probe</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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div>3UUU</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div><div><div>Mental Misstep</div><div>UP</div></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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mishra's Bauble</div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mishra's Bauble</div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mishra's Bauble</div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Mox Emerald</div><div>0</div></div><div><div>Artifact</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mox Jet</div><div>0</div></div><div><div>Artifact</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mox Pearl</div><div>0</div></div><div><div>Artifact</div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mox Ruby</div><div>0</div></div><div><div>Artifact</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

①

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

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① ②

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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① ②

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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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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①

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

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①

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.

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U

Counter target noncreature spell
unless its controller pays {2}.

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<div><div><div>Spell Pierce</div><div>Ⓢ</div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Strip Mine</div></div><div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Tamiyo, Inquisitive Student</div></div><div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div><div>Tamiyo, Inquisitive Student</div></div><div><div>Card</div><div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Time Vault</div><div>②</div></div><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></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div><div>Time Walk</div><div>①Ⓢ</div></div><div><div>Sorcery</div><div>Take an extra turn after this one.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Tolarian Academy</div></div><div><div>Legendary Land</div><div>{T}: Add {U} for each artifact you control.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Treasure Cruise</div><div>⑦Ⓢ</div></div><div><div>Sorcery</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Draw three cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Underground Sea</div></div><div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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>B</div></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>B</div></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>B</div></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>1UU</div></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 Cage1</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Grafdigger's Cage1</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lurrus of the Dream-Den1W/BW/B</div><div>Legendary Creature -- Cat Nightmare</div><div>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Pithing Needle1</div><div>Artifact</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Soul Rend1B</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Soul Rend1B</div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spreading Seas1U</div><div>Enchantment -- Aura</div><div>Enchant land When this Aura enters, draw a card. Enchanted land is an Island.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spreading Seas1U</div><div>Enchantment -- Aura</div><div>Enchant land When this Aura enters, draw a card. Enchanted land is an Island.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Steel Sabotage</div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target artifact spell. * Return target artifact to its owner's hand. <div>[sideboard]</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Steel Sabotage</div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target artifact spell. * Return target artifact to its owner's hand. <div>[sideboard]</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>The Tabernacle at Pendrell Vale</div> <div> <div>Legendary Land</div> <div> All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}." <div>[sideboard]</div> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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