

U

Target player draws three cards.

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①②

Job select (When this Equipment enters, create a 1/1 colorless Hero creature token, then attach this to it.)  
Equipped creature is a Wizard in addition to its other types and has "Whenever you cast a noncreature spell and whenever you draw your third card each turn, put a +1/+1 counter on this creature."  
Diana -- Equip {2}

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Diana -- Equip {2}

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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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WW

When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.

As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.

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**2/1**

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| <div><div>Cloud, Midgar Mercenary (W)(W)</div><div>Legendary Creature -- Human Soldier Mercenary</div><div>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cloud, Midgar Mercenary (W)(W)</div><div>Legendary Creature -- Human Soldier Mercenary</div><div>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cloud, Midgar Mercenary (W)(W)</div><div>Legendary Creature -- Human Soldier Mercenary</div><div>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              |
| <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         | <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         | <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                         | <div><div>Flusterstorm (U)</div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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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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You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.  
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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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UP

```
{U/P} can be paid with either {U}
or 2 life.)
Look at target player's hand.
Draw a card.
```

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```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
```

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① W

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.  
Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.  
Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.  
Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

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| <div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div> <div>Sorcery</div> <div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</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.<br/>{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.<br/>At the beginning of your upkeep, you may pay {4}. If you do, untap this artifact.<br/>At the beginning of your draw step, if this artifact is tapped, it deals 1 damage to you.<br/>{T}: Add {C}{C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mental Misstep</div><div><div>UP</div></div></div> <div>Instant</div> <div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Merchant Scroll</div><div><div>1</div><div>U</div></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>Meticulous Archive</div></div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mox Emerald</div><div><div>0</div></div></div> <div>Artifact</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                  | <div><div>Mox Jet</div><div><div>0</div></div></div> <div>Artifact</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    |

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| <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div></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></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><b>Mox Pearl</b></div><div>⑥</div></div></div><div><div>Artifact</div><div>{T}: Add {W}.</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><b>Mox Ruby</b></div><div>⑥</div></div></div><div><div>Artifact</div><div>{T}: Add {R}.</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><b>Mox Sapphire</b></div><div>⑥</div></div></div><div><div>Artifact</div><div>{T}: Add {U}.</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><b>Paradoxical Outcome</b></div><div>③①</div></div></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></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><b>Paradoxical Outcome</b></div><div>③①</div></div></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></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><b>Paradoxical Outcome</b></div><div>③①</div></div></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></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><b>Paradoxical Outcome</b></div><div>③①</div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Prismatic Ending</div><div>XW</div></div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Seal of Cleansing</div><div>1W</div></div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sink into Stupor</div><div>1UU</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>-----<br/>-- -- BACK FACE -- --</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Skullclamp</div><div>1</div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/-1. Whenever equipped creature dies, draw two cards. Equip {1}</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                 |
| <div><div><div>Snow-Covered Island</div></div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Snow-Covered Plains</div></div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div><div>Sol Ring</div><div>1</div></div><div>Artifact</div><div>{T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                             | <div><div><div>Soul-Guide Lantern</div><div>1</div></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> |

## Strip Mine

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target land.
```

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## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

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## Swords to Plowshares

W

Instant

Exile target creature. Its controller gains life equal to its power.

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## Time Walk

①

U

Sorcery

Take an extra turn after this one.

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## Tundra

Land -- Plains Island

$$(\{T\}: \text{Add } \{W\} \text{ or } \{U\}.)$$

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## Tundra

Land -- Plains Island

$$(\{T\}: \text{Add } \{W\} \text{ or } \{U\}.)$$

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## Tundra

Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tundra

Land -- Plains Island

$$(\{T\}: \text{Add } \{W\} \text{ or } \{U\}.)$$

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## Urza's Saga

## Enchantment Land - - Urza's Saga

```
(As this Saga enters and after your
draw step, add a lore counter.
Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}:
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 {0} or
{1}, put it onto the battlefield,
then shuffle.
```

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## Vexing Bauble

①

Artifact

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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## Wasteland

Land

{T}: Add {C}.  
{T}, Sacrifice this land: Destroy target nonbasic land.

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## Wasteland

Land

```
{T}: Add {C}.
{T}, Sacrifice this land: Destroy
target nonbasic land.
```

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## Balance

① ② W

## Sorcery

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.

[sidebar]

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## Consign to Memory

U

Instant

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.

[sidebar]

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## Consign to Memory

U

Instant

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.

[sidebar]

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## Containment Priest

①②

Creature -- Human Cleric

```
Flash
If a nontoken creature would enter
and it wasn't cast, exile it
instead.
```

[sideboard]

2/2

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| <div> <div> <b>Containment Priest</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>           Creature -- Human Cleric         </div> <div>           Flash<br/>           If a nontoken creature would enter and it wasn't cast, exile it instead.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                            | <div> <div> <b>Deafening Silence</b> <div> <div>W</div> </div> </div> <div> <div>           Enchantment         </div> <div>           Each player can't cast more than one noncreature spell each turn.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Deafening Silence</b> <div> <div>W</div> </div> </div> <div> <div>           Enchantment         </div> <div>           Each player can't cast more than one noncreature spell each turn.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                | <div> <div> <b>Deafening Silence</b> <div> <div>W</div> </div> </div> <div> <div>           Enchantment         </div> <div>           Each player can't cast more than one noncreature spell each turn.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div>                                                                             |
| <div> <div> <b>Force of Negation</b> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>           Instant         </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>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Hurkyl's Recall</b> <div> <div>1</div> <div>U</div> </div> </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 PLAY           botbox.dev         </div> </div> </div>     | <div> <div> <b>Lurrus of the Dream-Den</b> <div> <div>1</div> <div>W/B</div> <div>W/B</div> </div> </div> <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.)<br/>           Lifelink<br/>           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> <div>3/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> | <div> <div> <b>Portable Hole</b> <div> <div>W</div> </div> </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>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> </div> |

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| <div> <div>Portable Hole</div> <div> <div>Artifact</div> <div> <p>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> </div> | <div> <div>Swords to Plowshares</div> <div> <div>Instant</div> <div> <p>Exile target creature. Its controller gains life equal to its power.</p> <p>[sideboard]</p> </div> </div> </div> | <div> <div>Swords to Plowshares</div> <div> <div>Instant</div> <div> <p>Exile target creature. Its controller gains life equal to its power.</p> <p>[sideboard]</p> </div> </div> </div> |  |
| <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                              | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                    | <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                    |  |