

U

Target player draws three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

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

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.

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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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U

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)  
Draw a card.

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U

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.

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① ②

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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(B/)

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)

{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.

{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

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1/2

1 B

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

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6 U U

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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{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

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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 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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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 ④

Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle.

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{T}: Add {U}.  
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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| <div> <b>Inquisition of Kozilek</b> <span>ⓑ</span> </div> <div>Sorcery</div> <div>           Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Island</b> </div> <div>Basic Land -- Island</div> <div>           ({T}: Add {U}.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                       | <div> <b>Katara, Waterbending Master</b> <span>①</span><span>Ⓤ</span> </div> <div>Legendary Creature -- Human Warrior Ally</div> <div>           Whenever you cast a spell during an opponent's turn, you get an experience counter. Whenever Katara attacks, you may draw a card for each experience counter you have. If you do, discard a card.         </div> <div> <div>1/3</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Mai, Scornful Striker</b> <span>①</span><span>ⓑ</span> </div> <div>Legendary Creature -- Human Noble Ally</div> <div>           First strike<br/>           Whenever a player casts a noncreature spell, they lose 2 life.         </div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Mana Drain</b> <span>Ⓤ</span><span>Ⓤ</span> </div> <div>Instant</div> <div>           Counter target spell. At the beginning of your next main phase, add an amount of {C} equal to that spell's mana value.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>       | <div> <b>Marsh Flats</b> </div> <div>Land</div> <div>           {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Mindbreak Trap</b> <span>②</span><span>Ⓤ</span><span>Ⓤ</span> </div> <div>Instant -- Trap</div> <div>           If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                           | <div> <b>Mishra's Bauble</b> <span>⑥</span> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                      |

## Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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**Mox Jet**

©

Artifact

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

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## Mox Sapphire

©

Artifact

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

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## Mystical Tutor

U

Instant

Search your library for an instant  
or sorcery card, reveal it, then  
shuffle and put that card on top.

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1 B

Creature -- Orc Archer

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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## Polluted Delta

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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## Ponder

U

Sorcery

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

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## Preordain

U

Sorcery

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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| <div>Prismatic Vista</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                        | <div>Psychic Frog</div> <div>Creature -- Frog</div> <div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                               | <div>Reanimate</div> <div>Sorcery</div> <div>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Scalding Tarn</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>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Sea Gate Stormcaller</div> <div>Creature -- Human Wizard</div> <div>Kicker {4}{U}<br/>When this creature enters, copy the next instant or sorcery spell with mana value 2 or less you cast this turn when you cast it. If this creature was kicked, copy that spell twice instead. You may choose new targets for the copies.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Snapcaster Mage</div> <div>Creature -- Human Wizard</div> <div>Flash<br/>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Snow-Covered Island</div> <div>Basic Snow Land -- Island</div> <div>( {T}: Add {U}. )</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                     | <div>Snow-Covered Swamp</div> <div>Basic Snow Land -- Swamp</div> <div>( {T}: Add {B}. )</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                           |

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| <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                | <div><div><div>Stock Up</div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Swamp</div><div>Basic Land -- Swamp</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>Tainted Pact</div><div>Instant</div><div>Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            |
| <div><div><div>Tainted Pact</div><div>Instant</div><div>Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div><div>-----<br/>OTHER FACE<br/>-----</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>           | <div><div><div>Thassa's Oracle</div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thassa's Oracle</div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Time Walk</div><div>1U</div></div> <div>Sorcery</div> <div>Take an extra turn after this one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                              | <div><div>Undercity Sewers</div></div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<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>Underground River</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}: Add {U} or {B}. This land deals 1 damage to you.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                             |
| <div><div>Underground Sea</div></div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                             | <div><div>Urza's Bauble</div><div>0</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Look at a card at random in target player's hand. You draw a card at the beginning of the next turn's upkeep.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Urza's Saga</div></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.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> |

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| <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div>Vexing Bauble</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                            | <div><div>Wan Shi Tong, Librarian</div><div>Legendary Creature -- Bird Spirit</div><div>Flash<br/>Flying, vigilance<br/>When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.<br/>Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>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>                                                                  |
| <div><div>Chain of Vapor</div><div>Instant</div><div>Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dauthi Voidwalker</div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    | <div><div>Dress Down</div><div>Enchantment</div><div>Flash<br/>When this enchantment enters, draw a card.<br/>Creatures lose all abilities.<br/>At the beginning of the end step, sacrifice this enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div><div>Grafdigger's Cage</div><div>1</div></div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>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><div>Long Goodbye</div><div>1B</div></div><div>Instant</div><div>This spell can't be countered. (This includes by the ward ability.)<br/>Destroy target creature or planeswalker with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div><div>Lurrus of the Dream-Den</div><div>1W/BW/B</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>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nihil Spellbomb</div><div>1</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.<br/>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Null Rod</div><div>2</div></div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div><div>Pithing Needle</div><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>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><div>Ray of Enfeeblement</div><div>B</div></div><div>Instant</div><div>Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                      | <div><div><div>Snuff Out</div><div>3B</div></div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                  |

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| <div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Unable to Scream</div> <div>U</div> </div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Yixlid Jailer</div> <div>1B</div> </div> <div>Creature -- Zombie Wizard</div> <div> <p>Cards in graveyards lose all abilities.</p> <p>[sideboard]</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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