

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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① ②

Target player mills three cards.
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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U

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.

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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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{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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Flusterstorm U Instant 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Will 3UU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Will 3UU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Will 3UU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Force of Will 3UU Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gifts Ungiven 3U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gifts Ungiven 3U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gifts Ungiven 3U Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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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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Basic Land -- Island

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

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③ ④ ⑤

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.)

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3 U U

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.)

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

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①

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}.

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②②

Counter target spell. At the beginning of your next main phase, add an amount of {C} equal to that spell's mana value.

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Mana Drain U U Instant Counter target spell. At the beginning of your next main phase, add an amount of {C} equal to that spell's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Drain U U Instant Counter target spell. At the beginning of your next main phase, add an amount of {C} equal to that spell's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Drain U U Instant Counter target spell. At the beginning of your next main phase, add an amount of {C} equal to that spell's mana value. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Misstep UP Instant {U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Merchant Scroll 1 U Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mindbreak Trap 2 U U Instant -- Trap 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mindbreak Trap 2 U U Instant -- Trap 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mox Emerald Artifact {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Jet Artifact {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Pearl Artifact {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mox Ruby Artifact {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mox Sapphire Artifact {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroblast Instant Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rebuild Instant Return all artifacts to their owners' hands. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snow-Covered Island Basic Snow Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sol Ring Artifact {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Soul-Guide Lantern Artifact 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stock Up Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Stock Up 2 U Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Time Walk 1 U Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Academy Legendary Land {T}: Add {U} for each artifact you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tundra Land -- Plains Island {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Underground Sea Land -- Island Swamp {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underground Sea Land -- Island Swamp {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underworld Breach 1 R Enchantment Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.) At the beginning of the end step, sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Underworld Breach 1 R Enchantment Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.) At the beginning of the end step, sacrifice this enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Island Land -- Island Mountain ({T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Island Land -- Island Mountain ({T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Volcanic Island Land -- Island Mountain ({T}: Add {U} or {R}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brotherhood's End 1R Sorcery Choose one -- * Brotherhood's End deals 3 damage to each creature and each planeswalker. * Destroy all artifacts with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chain of Vapor U Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hurkyl's Recall 1 U Instant Return all artifacts target player owns to their hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lightning Bolt R Instant Lightning Bolt deals 3 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Long Goodbye 1 B Instant This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lurrus of the Dream-Den 1 W/B W/B Legendary Creature -- Cat Nightmare 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. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Overencumbered 1 W Enchantment -- Aura Enchant opponent When this Aura enters, enchanted opponent creates a Clue token, a Food token, and a Junk token. At the beginning of combat on enchanted opponent's turn, that player may pay {1} for each artifact they control. If they don't, creatures can't attack this combat. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overencumbered 1 W Enchantment -- Aura Enchant opponent When this Aura enters, enchanted opponent creates a Clue token, a Food token, and a Junk token. At the beginning of combat on enchanted opponent's turn, that player may pay {1} for each artifact they control. If they don't, creatures can't attack this combat. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle 1 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern 1 Artifact 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream U Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Yixlid Jailer 1B Creature -- Zombie Wizard Cards in graveyards lose all abilities. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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