

Ancestral Vision Sorcery Suspend 4--{U} (Rather than cast this card from your hand, pay {U} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Target player draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basalt Monolith Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blink of an Eye Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Buried Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Return target artifact card from your graveyard to your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Capture of Jingzhou Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Censor Instant Counter target spell unless its controller pays {1}. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Coldsteel Heart (2) Snow Artifact This artifact enters tapped. As this artifact enters, choose a color. {T}: Add one mana of the chosen color.	Condescend (X)(U) Instant Counter target spell unless its controller pays {X}. 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.)	Counterspell (U)(U) Instant Counter target spell.	Cryptic Command (1)(U)(U)(U) Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card.
Crystal Vein Land {T}: Add {C}. {T}, Sacrifice this land: Add {C}{C}.	Daze (1)(U) Instant 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}.	Delay (1)(U) Instant Counter target spell. If the spell is countered this way, exile it with three time counters on it instead of putting it into its owner's graveyard. If it doesn't have suspend, it gains suspend. (At the beginning of its owner's upkeep, they remove a time counter. When the last is removed, they may play it without paying its mana cost. If it's a creature, it has haste.)	Dig Through Time (6)(U)(U) Instant 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.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emrakul, the Promised End 13 Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engulf the Shore 3 U Instant Return to their owners' hands all creatures with toughness less than or equal to the number of Islands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extraplanar Lens 3 Artifact Imprint -- When this artifact enters, you may exile target land you control. Whenever a land with the same name as the exiled card is tapped for mana, its controller adds one mana of any type that land produced. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fabricate 2 U Sorcery Search your library for an artifact card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Fellwar Stone 2 Artifact {T}: Add one mana of any color that a land an opponent controls could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Will 3 U U 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 PLAY botbox.dev	Force Spike U Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw two cards, then discard two cards. Untap up to three lands.

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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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This artifact doesn't untap during
your untap step.
{T}: Add {C}{C}{C}.
{4}: Untap this artifact.
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{3}, {T}: Target player mills two
cards. If two cards that share a
color were milled this way, repeat
this process.
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U

Until end of turn, whenever a player taps an Island for mana, that player adds an additional {U}.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Mind Sculptor 2UU Legendary Planeswalker -- Jace [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library. [0]: Draw three cards, then put two cards from your hand on top of your library in any order. [-1]: Return target creature to its owner's hand. [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Crypt 0 Artifact 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mana Drain UU 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 Leak 1U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Vault 1 Artifact 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Memory Lapse 1U Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Merchant Scroll

Sorcery

Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Stone

Artifact

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{T}: Add {C}.
{1}, {T}, Sacrifice this artifact:
Draw a card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Miscalculation

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muddle the Mixture

Instant

Counter target instant or sorcery spell.

Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Myriad Landscape

Land

This land enters tapped.
{T}: Add {C}.
{2}, {T}, Sacrifice this land:
Search your library for up to two
basic land cards that share a land
type, put them onto the battlefield
tapped, then shuffle.

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Mystical Tutor

Instant

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

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Painter's Servant

Artifact Creature -- Scarecrow

As this creature enters, choose a color.
All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.

1/3

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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 ① Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portent ① Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain ① 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Remand ①① Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Sapphire Medallion ② Artifact Blue spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Savor the Moment ①①① Sorcery Take an extra turn after this one. Skip the untap step of that turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Serum Visions ① Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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Flash
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.)

2/1

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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

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3 U U

Take an extra turn after this one.

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5 U U

Take an extra turn after this one.
Exile Temporal Mastery.
Miracle {1}{U} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)

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[+1]: Untap up to two target artifacts.
[-X]: Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.
[-5]: Artifacts you control become artifact creatures with base power and toughness 5/5 until end of turn.
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At the beginning of your end step, if you didn't activate a loyalty ability of a planeswalker this turn, you lose 2 life.

{4}, {T}: For each planeswalker you control, you may activate one of its loyalty abilities once this turn as though none of its loyalty abilities have been activated this turn.

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2 U

Draw three cards. Then discard two cards unless you discard an artifact card.

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

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4 U U

Exile Time Spiral. Each player shuffles their hand and graveyard into their library, then draws seven cards. You untap up to six lands.

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Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)

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3 U U

Target player takes an extra turn after this one.

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UU

Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.

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7 U

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Draw three cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

8

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[+2]: Ugin deals 3 damage to any
target.
[-X]: Exile each permanent with mana
value X or less that's one or more
colors.
[-10]: You gain 7 life, draw seven
cards, then put up to seven
permanent cards from your hand onto
the battlefield.
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You may choose not to untap this artifact during your untap step.

{2}, {T}: Gain control of target creature with power less than or equal to the number of Islands you control for as long as this artifact remains tapped.

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4 U U

Buyback--Sacrifice three Islands.
(You may sacrifice three Islands in addition to any other costs as you cast this spell. If you do, put this card into your hand as it resolves.)
Target player takes an extra turn after this one.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

X U U U

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Improve (Your artifacts can help
cast this spell. Each artifact you
tap after you're done activating
mana abilities pays for {1}.)
Search your library for an artifact
card with mana value X or less, put
it onto the battlefield, then
shuffle.

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4 U U

[+1]: Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

[-1]: Untap up to four target permanents.

[-10]: You get an emblem with "You may activate loyalty abilities of planeswalkers you control on any player's turn any time you could cast an instant."

Teferi, Temporal Archmage can be your commander.

[sideboard]

L 5

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