

## Adarkar Wastes

Land

{T}: Add {C}.  
{T}: Add {W} or {U}. This land deals  
1 damage to you.

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## Annun

U

Instant

Counter target artifact or  
enchantment spell.

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## Coastal Tower

Land

This land enters tapped.  
{T}: Add {W} or {U}.

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## Counterspell

UU

Instant

Counter target spell.

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Counter target spell.

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| <div><div>Counterspell</div><div>UU</div></div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                            | <div><div>Counterspell</div><div>UU</div></div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div><div>Decree of Justice</div><div>XX2WW</div></div> <div>Sorcery</div> <div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Decree of Justice</div><div>XX2WW</div></div> <div>Sorcery</div> <div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Decree of Justice</div><div>XX2WW</div></div> <div>Sorcery</div> <div>Create X 4/4 white Angel creature tokens with flying.<br/>Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.)<br/>When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Disenchant</div><div>1W</div></div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Disenchant</div><div>1W</div></div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                            | <div><div>Dust Bowl</div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         |

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| <div><div><b>Dust Bowl</b></div><div>Land</div><div><p>{T}: Add {C}.</p><p>{3}, {T}, Sacrifice a land: Destroy target nonbasic land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                   | <div><div><b>Fact or Fiction</b></div><div>Instant</div><div><p>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Fact or Fiction</b></div><div>Instant</div><div><p>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Fact or Fiction</b></div><div>Instant</div><div><p>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Faerie Conclave</b></div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U}.</p><p>{1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Faerie Conclave</b></div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U}.</p><p>{1}{U}: This land becomes a 2/1 blue Faerie creature with flying until end of turn. It's still a land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      | <div><div><b>Flooded Strand</b></div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                               | <div><div><b>Flooded Strand</b></div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                               |

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| <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Humility</div><div>Enchantment</div><div>All creatures lose all abilities and have base power and toughness 1/1.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div><div>Impulse</div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Impulse</div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div><div>Impulse</div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div><div>Impulse</div><div>Instant</div><div>Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                         |
| <div><div>Mana Leak</div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Leak</div><div>Instant</div><div>Counter target spell unless its controller pays {3}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Factory</div><div>Land</div><div>{T}: Add {C}.<br/>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.<br/>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Mishra's Factory</div><div>Land</div><div><div><div>{T}: Add {C}.</div><div>{1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land.</div><div>{T}: Target Assembly-Worker creature gets +1/+1 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Phyrexian Furnace①</div><div>Artifact</div><div><div><div>{T}: Exile the bottom card of target player's graveyard.</div><div>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Phyrexian Furnace①</div><div>Artifact</div><div><div><div>{T}: Exile the bottom card of target player's graveyard.</div><div>{1}, Sacrifice this artifact: Exile target card from a graveyard. Draw a card.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div>{T}: Add {W}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                       | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div>{T}: Add {W}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                       | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div>{T}: Add {W}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     | <div><div>Plains</div><div>Basic Land -- Plains</div><div><div><div>{T}: Add {W}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     |

②

At the beginning of your upkeep, you may put a fuse counter on this artifact.

{T}, Sacrifice this artifact: Destroy each artifact and creature with mana value equal to the number of fuse counters on this artifact.

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①②

Kicker {2} (You may pay an additional {2} as you cast this spell.)  
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

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① ②

Kicker {2} (You may pay an additional {2} as you cast this spell.)  
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

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① ②

When a player casts a spell, sacrifice this enchantment. If you do, each of that player's opponents draws three cards.

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W

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

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| <div>Swords to Plowshares (W)</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div>Swords to Plowshares (W)</div> <div>Instant</div> <div>Exile target creature. Its controller gains life equal to its power.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div>Wrath of God (2(W)(W))</div> <div>Sorcery</div> <div>Destroy all creatures. They can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div>Wrath of God (2(W)(W))</div> <div>Sorcery</div> <div>Destroy all creatures. They can't be regenerated.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                      |
| <div>Circle of Protection: Red (1(W))</div> <div>Enchantment</div> <div>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Circle of Protection: Red (1(W))</div> <div>Enchantment</div> <div>{1}: The next time a red source of your choice would deal damage to you this turn, prevent that damage.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Disenchant (1(W))</div> <div>Instant</div> <div>Destroy target artifact or enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Exalted Angel (4(W)(W))</div> <div>Creature -- Angel</div> <div>Flying</div> <div>Whenever this creature deals damage, you gain that much life.</div> <div>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>[sideboard]</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Exalted Angel</div> <div> <div>4</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <div>Flying</div> <div>Whenever this creature deals damage, you gain that much life.</div> <div>Morph {2}{W}{W} (You may cast this card face down as a 2/2 creature for {3}. Turn it face up any time for its morph cost.)</div> <div>[sideboard]</div> <div>4/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                            | <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                            | <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                            |
| <div> <div>Hydroblast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Choose one --</div> <div>* Counter target spell if it's red.</div> <div>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                             | <div> <div>Meddling Mage</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>As this creature enters, choose a nonland card name.</div> <div>Spells with the chosen name can't be cast.</div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Meddling Mage</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>As this creature enters, choose a nonland card name.</div> <div>Spells with the chosen name can't be cast.</div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Meddling Mage</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>As this creature enters, choose a nonland card name.</div> <div>Spells with the chosen name can't be cast.</div> <div>[sideboard]</div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div> Meddling Mage <div> <div>W</div> <div>U</div> </div> </div> <div> <div> Creature -- Human Wizard </div> <div> As this creature enters, choose a nonland card name. Spells with the chosen name can't be cast. </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Teferi's Response <div> <div>1</div> <div>U</div> </div> </div> <div> <div> Instant </div> <div> Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Teferi's Response <div> <div>1</div> <div>U</div> </div> </div> <div> <div> Instant </div> <div> Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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