

U

Target player draws three cards.

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## ①

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

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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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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 ② ③

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 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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| <div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                         | <div><div>Gitaxian Probe</div><div><div>UP</div></div><div>Sorcery</div><div>(<div>{U/P}</div> can be paid with either <div>{U}</div> or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Island</div><div>Basic Land -- Island</div><div>(<div>{T}</div>: Add <div>{U}</div>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                 |
| <div><div>Island</div><div>Basic Land -- Island</div><div>(<div>{T}</div>: Add <div>{U}</div>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              | <div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling <div>{1}</div> (<div>{1}</div>, 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><div>Mana Crypt</div><div><div>0</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/><div>{T}</div>: Add <div>{C}</div><div>{C}</div>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mana Vault</div><div><div>1</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 <div>{4}</div>. 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/><div>{T}</div>: Add <div>{C}</div><div>{C}</div><div>{C}</div>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

①

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{1}, {T}: Untap another target artifact.
{3}, {T}: Target creature can't be blocked this turn.
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UP

{U/P} can be paid with either {U} or 2 life.)  
Counter target spell with mana value 1.

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① ②

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

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## 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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## ①

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

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## ①

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

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## ①

Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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## 0

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

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## ①

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

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①

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

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① ②

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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① ②

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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1 B

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1/1

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1 B

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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③ ④

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.

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(3) (U)

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.

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| <div><div><div>Paradoxical Outcome</div><div><div>3</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Paradoxical Outcome</div><div><div>3</div><div>U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Polluted Delta</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                  | <div><div><div>Polluted Delta</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Polluted Delta</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                 | <div><div><div>Polluted Delta</div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                 | <div><div><div>Sink into Stupor</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Sol Ring</div><div><div>1</div></div></div><div><div>Artifact</div><div>{T}: Add {C}{C}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             |

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| <div> <div> <b>Stock Up</b> <div> <div>2</div> <div>U</div> </div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Stock Up</b> <div> <div>2</div> <div>U</div> </div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                   | <div> <div> <b>Stock Up</b> <div> <div>2</div> <div>U</div> </div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                   | <div> <div> <b>Stock Up</b> <div> <div>2</div> <div>U</div> </div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                   |
| <div> <div> <b>Swamp</b> </div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                   | <div> <div> <b>Thundertrap Trainer</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Otter Wizard</div> <div> Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Thundertrap Trainer</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Otter Wizard</div> <div> Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Thundertrap Trainer</b> <div> <div>1</div> <div>U</div> </div> </div> <div>Creature -- Otter Wizard</div> <div> Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/> When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order. </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div><div><div>Thundertrap Trainer</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Otter Wizard</div><div>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br/>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div><div>1/2</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Timetwister</div><div><div>2</div><div>U</div></div></div><div><div>Sorcery</div><div>Each player shuffles their hand and graveyard into their library, then draws seven cards. (Then put Timetwister into its owner's graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Time Vault</div><div><div>2</div></div></div><div><div>Artifact</div><div>This artifact enters tapped. This artifact doesn't untap during your untap step.<br/>If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact.<br/>{T}: Take an extra turn after this one.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Time Walk</div><div><div>1</div><div>U</div></div></div><div><div>Sorcery</div><div>Take an extra turn after this one.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Tolarian Academy</div></div><div><div>Legendary Land</div><div>{T}: Add {U} for each artifact you control.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                        | <div><div><div>Underground Sea</div></div><div><div>Land -- Island Swamp</div><div>( {T}: Add {U} or {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                        | <div><div><div>Underground Sea</div></div><div><div>Land -- Island Swamp</div><div>( {T}: Add {U} or {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                            | <div><div><div>Underground Sea</div></div><div><div>Land -- Island Swamp</div><div>( {T}: Add {U} or {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                            |

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| <div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                    | <div><div>Urza's Saga</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Vampiric Tutor</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Consign to Memory</div><div>Instant</div><div>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.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                      | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Feed the Swarm</div><div>Sorcery</div><div>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</div><div>[sideboard]</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>    |



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| <div> <b>Feed the Swarm</b> <span>1B</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                           | <div> <b>Force of Negation</b> <span>1UU</span> </div> <hr/> <div>Instant</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Hurkyl's Recall</b> <span>1U</span> </div> <hr/> <div>Instant</div> <hr/> <p>Return all artifacts target player owns to their hand.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                   | <div> <b>Long Goodbye</b> <span>1B</span> </div> <hr/> <div>Instant</div> <hr/> <p>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>               |
| <div> <b>Lurrus of the Dream-Den</b> <span>1W/BW/B</span> </div> <hr/> <div>Legendary Creature -- Cat Nightmare</div> <hr/> <p>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</p> <p>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</p> <p>[sideboard]</p> <div> <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Mindbreak Trap</b> <span>2UU</span> </div> <hr/> <div>Instant -- Trap</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                       | <div> <b>Nihil Spellbomb</b> <span>1</span> </div> <hr/> <div>Artifact</div> <hr/> <p>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Pithing Needle</b> <span>1</span> </div> <hr/> <div>Artifact</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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>The Tabernacle at Pendrell Vale</div> <div></div> </div> <div>Legendary Land</div> <div> <p>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</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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