

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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3 B B B

You may look at the top card of your library any time.

You may play lands and cast spells from the top of your library. If you cast a spell this way, pay life equal to its mana value rather than pay its mana cost.

{T}, Sacrifice ten nonland permanents: Each opponent loses 10 life.

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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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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Land

{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

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.)

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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.)

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Force of Negation (1)(U)(U)

Instant

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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Force of Negation (1UU)

Instant

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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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.

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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.

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<div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></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. Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Force of Will</div><div><div>3</div><div>U</div><div>U</div></div></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. Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Gitaxian Probe</div><div><div>UP</div></div></div><div><div>Sorcery</div><div>($\{U/P\}$ can be paid with either $\{U\}$ or 2 life.) Look at target player's hand. Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>($\{T\}$: Add $\{U\}$.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div><div>Island</div></div><div><div>Basic Land -- Island</div><div>($\{T\}$: Add $\{U\}$.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div><div>3</div><div>U</div><div>U</div></div></div><div><div>Sorcery</div><div>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.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

①

{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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U U

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 PLAY botbox.dev

U U

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 PLAY botbox.dev

UU

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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Legendary Land

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{T}: Add {U}.
{U}, {T}: Untap target legendary
permanent.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Mishra's Workshop</div><div>Land</div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mishra's Workshop</div><div>Land</div><div>{T}: Add {C}{C}{C}. Spend this mana only to cast artifact spells.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mystical Tutor</div><div>Instant</div><div>Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Polluted Delta</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Relic of Sauron</div> <div>Artifact</div> <div>{T}: Add two mana in any combination of {U}, {B}, and/or {R}. {3}, {T}: Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Relic of Sauron</div> <div>Artifact</div> <div>{T}: Add two mana in any combination of {U}, {B}, and/or {R}. {3}, {T}: Draw two cards, then discard a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sensei's Divining Top</div> <div>Artifact</div> <div>{1}: Look at the top three cards of your library, then put them back in any order. {T}: Draw a card, then put this artifact on top of its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Sol Ring</div> <div>Artifact</div> <div>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Sphinx of the Steel Wind</div> <div>Artifact Creature -- Sphinx</div> <div>Flying, first strike, vigilance, lifelink, protection from red and from green</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Tendrils of Agony</div> <div>Sorcery</div> <div>Target player loses 2 life and you gain 2 life. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>The One Ring</div> <div>Legendary Artifact</div> <div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>The One Ring</div><div>4</div></div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The One Ring</div><div>4</div></div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>The One Ring</div><div>4</div></div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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><div><div>Tinker</div><div>2U</div></div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice an artifact. Search your library for an artifact card, put that card onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tolarian Academy</div><div></div></div><div>Legendary Land</div><div>{T}: Add {U} for each artifact you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Underground Sea</div><div></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><div><div>Underground Sea</div><div></div></div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Underground Sea

Land -- Island Swamp

($\{T\}$: Add $\{U\}$ or $\{B\}$.)

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Vampiric Tutor

B

Instant

Search your library for a card, then shuffle and put that card on top. You lose 2 life.

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Volcanic Island

Land -- Island Mountain

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

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Yawgmoth's Will

2 B

Sorcery

Until end of turn, you may play lands and cast spells from your graveyard.
If a card would be put into your graveyard from anywhere this turn, exile that card instead.

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Cut Down

B

Instant

Destroy target creature with total power and toughness 5 or less.

[sideboard]

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Dismember

① BP BP

Instant

{B/P} can be paid with either {B
or 2 life.)
Target creature gets -5/-5 until end
of turn.

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[sidebar]
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Disruptor Flute

②

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
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

Disruptor Flute

②

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

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<div><div>Disruptor Flute</div><div>2</div></div> <div>Artifact</div> <div>Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. 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>Dress Down</div><div>1U</div></div> <div>Enchantment</div> <div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Dress Down</div><div>1U</div></div> <div>Enchantment</div> <div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Hurkyl's Recall</div><div>1U</div></div> <div>Instant</div> <div>Return all artifacts target player owns to their hand.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Portal to Phyrexia</div><div>9</div></div> <div>Artifact</div> <div>When this artifact enters, each opponent sacrifices three creatures of their choice. At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. It's a Phyrexian in addition to its other types.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Pyroblast</div><div>R</div></div> <div>Instant</div> <div>Choose one -- * Counter target spell if it's blue. * Destroy target permanent if it's blue.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>The Tabernacle at Pendrell Vale</div><div></div></div> <div>Legendary Land</div> <div>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}." [sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tormod's Crypt</div><div>0</div></div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Tormod's Crypt</div> <div>0</div> </div> <div>Artifact</div> <div> { T }, Sacrifice this artifact: Exile target player's graveyard. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vexing Bauble</div> <div>1</div> </div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. { 1 }, { T }, Sacrifice this artifact: Draw a card. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Vexing Bauble</div> <div>1</div> </div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. { 1 }, { T }, Sacrifice this artifact: Draw a card. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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