

Ancestral Recall



Instant

Target player draws three cards.

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Balance



Sorcery

Each player chooses a number of lands they control equal to the number of lands controlled by the player who controls the fewest, then sacrifices the rest. Players discard cards and sacrifice creatures the same way.

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Black Lotus



Artifact

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

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Demonic Tutor

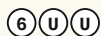


Sorcery

Search your library for a card, put that card into your hand, then shuffle.

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Dig Through Time



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.

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Dress Down



Enchantment

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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Dress Down



Enchantment

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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Flusterstorm



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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<div><div><div>Force of Negation</div><div>①②③</div></div><div><div>Instant</div><div>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.</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>③④⑤</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>③④⑤</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>③④⑤</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>③④⑤</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>UP</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>Karakas</div><div></div></div><div><div>Legendary Land</div><div>{T}: Add {W}. {T}: Return target legendary creature to its owner's hand.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Lórien Revealed</div><div>③④⑤</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>Lórien Revealed3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed3UU</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lotus Petal0</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Mana Crypt0</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. {T}: Add {C}{C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Manifold Key1</div><div>Artifact</div><div>{1}, {T}: Untap another target artifact. {3}, {T}: Target creature can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Mental MisstepUP</div><div>Instant</div><div>{U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Merchant Scroll1U</div><div>Sorcery</div><div>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Mishra's Bauble

①

Artifact

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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Mox Emerald

①

Artifact

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

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Mox Jet

©

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Opal

©

Legendary Artifact

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

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Mox Pearl

①

Artifact

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

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Mox Ruby

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mox Sapphire

⑥

Artifact

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

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Oswald Fiddlebender

①②

Legendary Creature -- Gnome Artificer

Magical Linkering -- {W}, {T},
Sacrifice an artifact: Search your
library for an artifact card with
mana value equal to 1 plus the
sacrificed artifact's mana value,
put it onto the battlefield, then
shuffle. Activate only as a sorcery.

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2/2

<div> Oswald Fiddlebender <div> <div>1</div> <div>W</div> </div> </div> <div> Legendary Creature -- Gnome Artificer </div> <div> Magical Tinkering -- {W}, {T}, Sacrifice an artifact: Search your library for an artifact card with mana value equal to 1 plus the sacrificed artifact's mana value, put it onto the battlefield, then shuffle. Activate only as a sorcery. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Paradoxical Outcome <div> <div>3</div> <div>U</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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Pithing Needle <div> <div>1</div> </div> </div> <div> Artifact </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Portable Hole <div> <div>W</div> </div> </div> <div> Artifact </div> <div> When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Repeal <div> <div>X</div> <div>U</div> </div> </div> <div> Instant </div> <div> Return target nonland permanent with mana value X to its owner's hand. Draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sensei's Divining Top <div> <div>1</div> </div> </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 PLAY botbox.dev </div>	<div> Sol Ring <div> <div>1</div> </div> </div> <div> Artifact </div> <div> {T}: Add {C}{C}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Soul-Guide Lantern <div> <div>1</div> </div> </div> <div> Artifact </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div><div>Spell Pierce</div><div>Ⓢ</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Strip Mine</div></div><div>Land</div><div>{T}: Add {C}. {T}, Sacrifice this land: Destroy target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Swords to Plowshares</div><div>Ⓦ</div></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>	<div><div><div>Time Vault</div><div>②</div></div><div>Artifact</div><div>This artifact enters tapped. This artifact doesn't untap during your untap step. If you would begin your turn while this artifact is tapped, you may skip that turn instead. If you do, untap this artifact. {T}: Take an extra turn after this one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Time Walk</div><div>①Ⓢ</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>Tolarian Academy</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>Tundra</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tundra</div></div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Tundra</div><div>Land -- Plains Island</div><div>(<code>{T}</code>): Add <code>{W}</code> or <code>{U}</code>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>(<code>{T}</code>): Add <code>{U}</code> or <code>{B}</code>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>(<code>{T}</code>): Add <code>{U}</code> or <code>{B}</code>.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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.) I -- This Saga gains "<code>{T}</code>: Add <code>{C}</code>." II -- This Saga gains "<code>{2}</code>, <code>{T}</code>": 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 <code>{0}</code> or <code>{1}</code>, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Wasteland</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Containment Priest</div><div>1W</div><div>Creature -- Human Cleric</div><div><div>Flash</div><div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div></div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Containment Priest</div><div>1W</div><div>Creature -- Human Cleric</div><div><div>Flash</div><div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div></div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Containment Priest</div><div>1W</div><div>Creature -- Human Cleric</div><div><div>Flash</div><div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div></div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Containment Priest</div><div>1W</div><div>Creature -- Human Cleric</div><div><div>Flash</div><div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div></div><div>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

① ②

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Return all artifacts target player
owns to their hand.
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[sidebar]

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① (W/B) (W/B)

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.)

Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

[sideboard]

3/2

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2 U U

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.

[sidebar]

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2 U U

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.

[sideboard]

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②

Activated abilities of artifacts
can't be activated.

[sidebar]

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①

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.

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[sideboard]
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W

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

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All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."

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①

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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.
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