

<div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If any of that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains 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>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains 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>Cascade Bluffs</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{U/R}, {T}: Add {U}{U}, {U}{R}, or {R}{R}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Counterspell</div><div>Instant</div><div><p>Counter target spell.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Counterspell</div><div>Instant</div><div><p>Counter target spell.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Counterspell</div><div>Instant</div><div><p>Counter target spell.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Counterspell</div><div>Instant</div><div><p>Counter target spell.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div>{T}: Add {R} or {W}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Negation①④④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Negation①④④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic DischargeⓂ</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Galvanic Discharge</div><div>R</div></div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic Discharge</div><div>R</div></div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Galvanic Discharge</div><div>R</div></div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Island</div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Island</div></div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Meticulous Archive</div></div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Minamo, School at Water's Edge</div></div><div>Legendary Land</div><div>{T}: Add {U}. {U}, {T}: Untap target legendary permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Mountain

Basic Land -- Mountain

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

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Mystic Gate

Land

$\{T\}$: Add $\{C\}$.
 $\{W/U\}$, $\{T\}$: Add $\{W\}\{W\}$, $\{W\}\{U\}$, or
 $\{U\}\{U\}$.

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Narset, Parter of Veils (1)(U)(U)

Legendary Planeswalker -- Narset

Each opponent can't draw more than one card each turn.

[-2]: 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.

L 5

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phlage, Titan of Fire's Fury (1)(R)(W)

Legendary Creature -- Elder Giant

When Phlage enters, sacrifice it unless it escaped.
Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.
Escape--**{R}{R}{W}{W}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

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6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Prismatic Ending</div> <div>Sorcery</div> <div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Raugrin Triome</div> <div>Land -- Island Mountain Plains</div> <div>({T}: Add {U}, {R}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Snapcaster Mage (1)(U) Creature -- Human Wizard 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.) <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude (3)(W)(W) Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude (3)(W)(W) Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.
Subtlety (2)(U)(U) Creature -- Elemental Incarnation Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subtlety (2)(U)(U) Creature -- Elemental Incarnation Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. <div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Time Raveler (1)(W)(U) Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. <div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Time Raveler (1)(W)(U) Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. <div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<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>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>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>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>Thundering Falls</div></div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}. This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tune the Narrative</div><div>U</div></div> <div>Instant</div> <div>Draw a card. You get {E}{E} (two energy counters).</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tune the Narrative</div><div>U</div></div> <div>Instant</div> <div>Draw a card. You get {E}{E} (two energy counters).</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tune the Narrative</div><div>U</div></div> <div>Instant</div> <div>Draw a card. You get {E}{E} (two energy counters).</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

Tune the Narrative

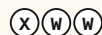


Instant

Draw a card. You get {E}{E} (two energy counters).

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Wrath of the Skies (X)(W)(W)



Sorcery

You get $X\{E\}$ (energy counters), then you may pay any amount of $\{E\}$. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of $\{E\}$ paid this way.

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Wrath of the Skies (X)(W)(W)

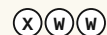


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Celestial Purge



Instant

Exile target black or red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Celestial Purge



Instant

Exile target black or red permanent.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory



Instant

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consign to Memory



Instant

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 on colorless spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Day's Undoing</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Dovin's Veto</div> <div> <div>W</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. Counter target noncreature spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Drannith Magistrate</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Wizard</div> <div> <p>Your opponents can't cast spells from anywhere other than their hands.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>1/3</div> </div>
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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.

[sideboard]

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Subtlety (2)(U)(U)

Creature -- Elemental Incarnation

Flash
Flying
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.
Evoke--Exile a blue card from your hand.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrath of the Skies (X)(W)(W)

Sorcery

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[sideboard]

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