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| <div>Ancestral Recall</div> <div>Instant</div> <div>Target player draws three cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         | <div>Black Lotus</div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Add three mana of any one color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                  | <div>Brainstorm</div> <div>Instant</div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                           | <div>Daze</div> <div>Instant</div> <div>You may return an Island you control to its owner's hand rather than pay this spell's mana cost. Counter target spell unless its controller pays {1}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Demonic Tutor</div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dig Through Time</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>              |

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| <div><div><div><b>Flooded Strand</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Flooded Strand</b></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Force of Negation</b> ①④④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Force of Negation</b> ①④④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Force of Will</b> ③④④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div><b>Force of Will</b> ③④④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div><b>Force of Will</b> ③④④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                         | <div><div><div><b>Force of Will</b> ③④④</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                         |

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| <div> <div>Gitaxian Probe</div> <div>UP</div> </div> <div>Sorcery</div> <div>       ({U/P} can be paid with either {U} or 2 life.)<br/>       Look at target player's hand.<br/>       Draw a card.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div> <div>Gush</div> <div>4U</div> </div> <div>Instant</div> <div>       You may return two Islands you control to their owner's hand rather than pay this spell's mana cost.<br/>       Draw two cards.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                   | <div> <div>Lavinia, Azorius Renegade</div> <div>WU</div> </div> <div>       Legendary Creature -- Human Soldier     </div> <div>       Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.<br/>       Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.     </div> <div> <div>2/2</div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> </div> | <div> <div>Marsh Flats</div> </div> <div>Land</div> <div>       {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> |
| <div> <div>Mental Misstep</div> <div>UP</div> </div> <div>Instant</div> <div>       ({U/P} can be paid with either {U} or 2 life.)<br/>       Counter target spell with mana value 1.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>               | <div> <div>Mishra's Bauble</div> <div>9</div> </div> <div>Artifact</div> <div>       {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.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div> <div>Mishra's Bauble</div> <div>9</div> </div> <div>Artifact</div> <div>       {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.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                               | <div> <div>Mox Jet</div> <div>9</div> </div> <div>Artifact</div> <div>       {T}: Add {B}.     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                       |

## ①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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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U

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Look at the top three cards of your library, then put them back in any order. You may shuffle.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Psychic Frog</b> <span>Ⓤ</span> <span>Ⓑ</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Psychic Frog</b> <span>Ⓤ</span> <span>Ⓑ</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                | <b>Psychic Frog</b> <span>Ⓤ</span> <span>Ⓑ</span><br>Creature -- Frog<br>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br>Discard a card: Put a +1/+1 counter on this creature.<br>Exile three cards from your graveyard: This creature gains flying until end of turn.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Scrubland</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                          |
| <b>Seal of Cleansing</b> <span>①</span> <span>Ⓦ</span><br>Enchantment<br>Sacrifice this enchantment: Destroy target artifact or enchantment.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                  | <b>Snapcaster Mage</b> <span>①</span> <span>Ⓤ</span><br>Creature -- Human Wizard<br>Flash<br>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.)<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Snow-Covered Island</b><br>Basic Snow Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                    | <b>Soul-Guide Lantern</b> <span>①</span><br>Artifact<br>When this artifact enters, exile target card from a graveyard.<br>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br>{1}, {T}, Sacrifice this artifact: Draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div>Spell Pierce</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>Spell Pierce</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>Strip Mine</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Swords to Plowshares</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>Swords to Plowshares</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>Swords to Plowshares</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>Swords to Plowshares</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>Time Walk</div><div>Sorcery</div><div>Take an extra turn after this one.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              |

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| <div><div>Treasure Cruise</div><div><div>7</div><div>U</div></div></div> <div><div>Sorcery</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div><div>Draw three cards.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Tundra</div></div> <div><div>Land -- Plains Island</div><div><div>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>         | <div><div>Tundra</div></div> <div><div>Land -- Plains Island</div><div><div>{T}: Add {W} or {U}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>         | <div><div>Underground Sea</div></div> <div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                            |
| <div><div>Underground Sea</div></div> <div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                     | <div><div>Underground Sea</div></div> <div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Underground Sea</div></div> <div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Urza's Saga</div></div> <div><div>Enchantment Land -- Urza's Saga</div><div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div><div>I -- This Saga gains "{T}: Add {C}."</div><div>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.'"</div><div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <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.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div><div>Wasteland</div><div></div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div><div>Wasteland</div><div></div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                       | <div><div>Wasteland</div><div></div></div> <div>Land</div> <div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               |
| <div><div>Consign to Memory</div><div>U</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Consign to Memory</div><div>U</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Consign to Memory</div><div>U</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Containment Priest</div><div>①W</div></div> <div>Creature -- Human Cleric</div> <div>Flash<br/>If a nontoken creature would enter and it wasn't cast, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



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| <div> <div>The Tabernacle at Pendrell Vale</div> <div> <div>Legendary Land</div> <div> All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}." </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tormod's Crypt</div> <div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Yixlid Jailer</div> <div> <div>Creature -- Zombie Wizard</div> <div> Cards in graveyards lose all abilities. </div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
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