

① R

Choose one --

- \* Destroy target artifact.

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U

Target player draws three cards.

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① R

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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©

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

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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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4 G G

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This spell can't be countered.  
Trample, hexproof
```

7/6

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①②③

[+1]: Target player draws two cards, then discards two cards.  
[-2]: Gain control of target artifact.  
[-6]: You get an emblem with "Whenever you cast a spell that targets one or more permanents, gain control of those permanents."

L 3

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①②③

```
[+1]: Target player draws two cards,
then discards two cards.
[-2]: Gain control of target
artifact.
[-6]: You get an emblem with
"Whenever you cast a spell that
targets one or more permanents, gain
control of those permanents."
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**L 3**

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| <div> <div> <b>Demonic Tutor</b> <div> <div>1</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Search your library for a card, put that card into your hand, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                 | <div> <div> <b>Dig Through Time</b> <div> <div>6</div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Flooded Strand</b> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island 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> <b>Flooded Strand</b> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island 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> <b>Flusterstorm</b> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Flusterstorm</b> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                     | <div> <div> <b>Forbidden Orchard</b> </div> <div>Land</div> <div> <p>{T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Forbidden Orchard</b> </div> <div>Land</div> <div> <p>{T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div>Forbidden Orchard</div> <div>Land</div> <div>{T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Forbidden Orchard</div> <div>Land</div> <div>{T}: Add one mana of any color. Whenever you tap this land for mana, target opponent creates a 1/1 colorless Spirit creature token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Force of Will</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Force of Will</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                         |
| <div>Force of Will</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                | <div>Force of Will</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                | <div>Griselbrand</div> <div>Legendary Creature -- Demon</div> <div>Flying, lifelink<br/>Pay 7 life: Draw seven cards.</div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                   | <div>Inferno Titan</div> <div>Creature -- Giant</div> <div>{R}: This creature gets +1/+0 until end of turn. Whenever this creature enters or attacks, it deals 3 damage divided as you choose among one, two, or three targets.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    | <div><div>Jace, the Mind Sculptor 2UU</div><div>Legendary Planeswalker -- Jace</div><div>[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/>[0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/>[-1]: Return target creature to its owner's hand.<br/>[-12]: Exile all cards from target player's library, then that player shuffles their hand into their library.</div></div> <div>L 3PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Jace, the Mind Sculptor 2UU</div><div>Legendary Planeswalker -- Jace</div><div>[+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/>[0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/>[-1]: Return target creature to its owner's hand.<br/>[-12]: Exile all cards from target player's library, then that player shuffles their hand into their library.</div></div> <div>L 3PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Library of Alexandria</div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Draw a card. Activate only if you have exactly seven cards in hand.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Mana Drain UU</div><div>Instant</div><div>Counter target spell. At the beginning of your next main phase, add an amount of {C} equal to that spell's mana value.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mental Misstep UP</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div><div>Mental Misstep UP</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                          | <div><div>Mental Misstep UP</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |

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| <div><div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mox Emerald</div><div>Artifact</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><div>Mox Jet</div><div>Artifact</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                  |
| <div><div><div>Mox Pearl</div><div>Artifact</div><div>{T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                        | <div><div><div>Mox Ruby</div><div>Artifact</div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div><div>Mox Sapphire</div><div>Artifact</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Oath of Druids</div><div>Enchantment</div><div>At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① ②

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

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① ⑥

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① ⑥

At the beginning of each player's upkeep, that player chooses target player who controls more creatures than they do and is their opponent. The first player may reveal cards from the top of their library until they reveal a creature card. If the first player does, that player puts that card onto the battlefield and all other cards revealed this way into their graveyard.

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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U

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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U

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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U

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

U

Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Choose one --
* Counter target spell if it's blue.
* Destroy target permanent if it's
blue.
```

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④ R R

Slice and Dice deals 4 damage to each creature.  
Cycling {2}{R}, Discard this card: Draw a card.)  
When you cycle this card, you may have it deal 1 damage to each creature.

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① ⑧

At the beginning of your draw step, you may draw two additional cards. If you do, choose two cards in your hand drawn this turn. For each of those cards, pay 4 life or put the card on top of your library.

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① ②

Take an extra turn after this one.

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⑦⑧

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Draw three cards.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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## 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Volcanic Island

Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ancient Grudge

① R

Instant

Destroy target artifact.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sidebar]

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## Arcane Laboratory

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## Enchantment

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Each player can't cast more than one
spell each turn.
```

[sideboard]

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## Gisela, Blade of Goldnight

4 R W W

Legendary Creature -- Angel

Flying, first strike  
If a source would deal damage to an opponent or a permanent an opponent controls, that source deals double that damage to that player or permanent instead.  
If a source would deal damage to you or a permanent you control, prevent half that damage, rounded up.

[sideboard]

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## Nature's Claim

**G**

Instant

Destroy target artifact or enchantment. Its controller gains 4 life.

[sidebar]

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| <div><div>Null Rod②</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Null Rod②</div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>PyroblastⓇ</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Sorcerous Spyglass②</div><div>Artifact</div><div>As this artifact enters, look at an opponent's hand, then choose any card name.<br/>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><div>Sorcerous Spyglass②</div><div>Artifact</div><div>As this artifact enters, look at an opponent's hand, then choose any card name.<br/>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><div>Strip Mine</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sudden Shock①Ⓡ</div><div>Instant</div><div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)<br/>Sudden Shock deals 2 damage to any target.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tormod's Crypt⑥</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>                                                                                                                                |

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{T}, Sacrifice this artifact: Exile target player's graveyard.

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{T}, Sacrifice this artifact: Exile target player's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Sacrifice this artifact: Exile target player's graveyard.

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