

Aetherize 3 U Instant Return all attacking creatures to their owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancestral Vision Sorcery Suspend 4--{U} (Rather than cast this card from your hand, pay {U} and exile it with four time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Target player draws three cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Basalt Monolith 3 Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {3}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Capture of Jingzhou 3 U U Sorcery Take an extra turn after this one. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chrome Mox 0 Artifact Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand. {T}: Add one mana of any of the exiled card's colors. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Condescend X U Instant Counter target spell unless its controller pays {X}. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Coral Atoll Land This land enters tapped. When this land enters, sacrifice it unless you return an untapped Island you control to its owner's hand. {T}: Add {C}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell UU Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cryptic Command 1UUU Instant Choose two -- * Counter target spell. * Return target permanent to its owner's hand. * Tap all creatures your opponents control. * Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Crystal Vein Land {T}: Add {C}. {T}, Sacrifice this land: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Daze 1U Instant 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dizzy Spell U Instant Target creature gets -3/-0 until end of turn. Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emrakul, the Promised End 13 Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Engulf the Shore 3U Instant Return to their owners' hands all creatures with toughness less than or equal to the number of Islands you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extraplanar Lens 3 Artifact Imprint -- When this artifact enters, you may exile target land you control. Whenever a land with the same name as the exiled card is tapped for mana, its controller adds one mana of any type that land produced. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Search your library for an artifact card, reveal it, put it into your hand, then shuffle.

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Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.

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{T}: Add one mana of any color that a land an opponent controls could produce.

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{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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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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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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Counter target spell unless its controller pays {1}.

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Draw two cards, then discard two cards. Untap up to three lands.

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Future Sight ②UUU Enchantment Play with the top card of your library revealed. You may play lands and cast spells from the top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gitaxian Probe UP Sorcery (U/P can be paid with either U or 2 life.) Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grim Monolith ② Artifact This artifact doesn't untap during your untap step. {T}: Add {C}{C}{C}. {4}: Untap this artifact. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grindstone ① Artifact {3}, {T}: Target player mills two cards. If two cards that share a color were milled this way, repeat this process. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Guardian Idol ② Artifact This artifact enters tapped. {T}: Add {C}. {2}: This artifact becomes a 2/2 Golem artifact creature until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Tide U Instant Until end of turn, whenever a player taps an Island for mana, that player adds an additional U. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island (T): Add U.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island (T): Add U.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, Architect of Thought 2UU Legendary Planeswalker -- Jace [+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn. [-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order. [-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Mind Sculptor 2UU Legendary Planeswalker -- Jace [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library. [0]: Draw three cards, then put two cards from your hand on top of your library in any order. [-1]: Return target creature to its owner's hand. [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Leak 1U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Memory Lapse (1)(U) Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.	Merchant Scroll (1)(U) Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.	Mind Stone (2) Artifact {T}: Add {C}. {1}, {T}, Sacrifice this artifact: Draw a card.	Miscalculation (1)(U) Instant Counter target spell unless its controller pays {2}. Cycling {2} ({2}, Discard this card: Draw a card.)
Muddle the Mixture (U)(U) Instant Counter target instant or sorcery spell. Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)	Myriad Landscape Land This land enters tapped. {T}: Add {C}. {2}, {T}, Sacrifice this land: Search your library for up to two basic land cards that share a land type, put them onto the battlefield tapped, then shuffle.	Mystic Confluence (3)(U)(U) Instant Choose three. You may choose the same mode more than once. * Counter target spell unless its controller pays {3}. * Return target creature to its owner's hand. * Draw a card.	Painter's Servant (2) Artifact Creature -- Scarecrow As this creature enters, choose a color. All cards that aren't on the battlefield, spells, and permanents are the chosen color in addition to their other colors.
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Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Portent Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Prismatic Lens Artifact {T}: Add {C}. {1}, {T}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Remand Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sapphire Medallion Artifact Blue spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Savor the Moment Sorcery Take an extra turn after this one. Skip the untap step of that turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serum Visions Sorcery Draw a card. Scry 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sleight of Hand Sorcery Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Counter target noncreature spell
unless its controller pays {2}.

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Choose one --

- * Counter target spell unless its controller pays {3}.
- * Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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Take an extra turn after this one.

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3 U U

- [+1]: Untap up to two target artifacts.
- [-X]: Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.
- [-5]: Artifacts you control become artifact creatures with base power and toughness 5/5 until end of turn.

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At the beginning of your end step, if you didn't activate a loyalty ability of a planeswalker this turn, you lose 2 life.

{4}, {T}: For each planeswalker you control, you may activate one of its loyalty abilities once this turn as though none of its loyalty abilities have been activated this turn.

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Draw three cards. Then discard two cards unless you discard an artifact card.

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You have no maximum hand size.
{T}: Add {C}.
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$\{T\}$: Add $\{C\}\{C\}\{C\}$.

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sheet 11/13 - 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.

4 U U

Exile Time Spiral. Each player shuffles their hand and graveyard into their library, then draws seven cards. You untap up to six lands.

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3 U U

Target player takes an extra turn after this one.

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U U

Sacrifice an artifact. If you do, search your library for an artifact card. If that card's mana value is less than or equal to the sacrificed artifact's mana value, put it onto the battlefield. If it's greater, you may pay {X}, where X is the difference. If you do, put it onto the battlefield. If you don't, put it into its owner's graveyard. Then shuffle.

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Choose artifact, creature, or land. Tap all untapped permanents of the chosen type target player controls, or untap all tapped permanents of that type that player controls.

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[+2]: Ugin deals 3 damage to any
target.
[-X]: Exile each permanent with mana
value X or less that's one or more
colors.
[-10]: You gain 7 life, draw seven
cards, then put up to seven
permanent cards from your hand onto
the battlefield.
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L 7

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Return all permanents to their owners' hands.

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4 U U

Buyback--Sacrifice three Islands.
(You may sacrifice three Islands in addition to any other costs as you cast this spell. If you do, put this card into your hand as it resolves.)
Target player takes an extra turn after this one.

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{2}, {T}, Sacrifice this artifact:
Search your library for a basic land
card, put that card onto the
battlefield tapped, then shuffle.

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Whir of Invention (X)(U)(U)(U) Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Winter Orb (2) Artifact As long as this artifact is untapped, players can't untap more than one land during their untap steps. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Worn Powerstone (3) Artifact This artifact enters tapped. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Temporal Archmage (4)(U)(U) Legendary Planeswalker -- Teferi [+1]: Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library. [-1]: Untap up to four target permanents. [-10]: You get an emblem with "You may activate loyalty abilities of planeswalkers you control on any player's turn any time you could cast an instant." Teferi, Temporal Archmage can be your commander. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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