

Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Angel of Invention (3)(W)(W) Creature -- Angel Flying, vigilance, lifelink Fabricate 2 (When this creature enters, put two +1/+1 counters on it or create two 1/1 colorless Servo artifact creature tokens.) Other creatures you control get +1/+1. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of Wits (2)(U) Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of Wits (2)(U) Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Champion of Wits (2)(U) Creature -- Snake Wizard When this creature enters, you may draw cards equal to its power. If you do, discard two cards. Eternalize {5}{U}{U} ({5}{U}{U}, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Snake Wizard with no mana cost. Eternalize only as a sorcery.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Chart a Course (1)(U) Sorcery Draw two cards. Then discard a card unless you attacked this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fairgrounds Warden (2)(W) Creature -- Dwarf Soldier When this creature enters, exile target creature an opponent controls until this creature leaves the battlefield. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fairgrounds Warden (2)(W) Creature -- Dwarf Soldier When this creature enters, exile target creature an opponent controls until this creature leaves the battlefield. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	God-Pharaoh's Gift 7 Artifact At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	God-Pharaoh's Gift 7 Artifact At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	God-Pharaoh's Gift 7 Artifact At the beginning of combat on your turn, you may exile a creature card from your graveyard. If you do, create a token that's a copy of that card, except it's a 4/4 black Zombie. It gains haste until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Irrigated Farmland Land -- Plains Island (T: Add {W} or {U}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) 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	Island Basic Land -- Island (T: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ixalan's Binding

③ ④ W

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Your opponents can't cast spells with the same name as the exiled card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minister of Inquiries

U

Creature -- Vedalken Advisor

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Target player mills three cards.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minister of Inquiries

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When this creature enters, you get {E}{E} (two energy counters).
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Minister of Inquiries U Creature -- Vedalken Advisor When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Target player mills three cards. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Refurbish 3 W Sorcery Return target artifact card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbish 3 W Sorcery Return target artifact card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbish 3 W Sorcery Return target artifact card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refurbish 3 W Sorcery Return target artifact card from your graveyard to the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Search for Azcanta 1 U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Search for Azcanta 1 U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorcerous Spyglass 2 Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strategic Planning 1U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Planning 1U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Planning 1U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Planning 1U Sorcery Look at the top three cards of your library. Put one of them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Angel of Sanctions 3W Creature -- Angel Flying When this creature enters, you may exile target nonland permanent an opponent controls until this creature leaves the battlefield. Embal {5}{W} ({5}{W}), Exile this card from your graveyard: Create a token that's a copy of it, except it's a white Zombie Angel with no mana cost. Embalm only as a sorcery.) [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Out 3W Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

3 W W

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Choose one --
* Destroy all creatures.
* Destroy all artifacts and
  enchantments.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target blue spell. If it was a Jace planeswalker spell, scry 2.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Counter target noncreature spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W

Flying
Sacrifice this creature: Exile
target player's graveyard.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② W W

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sidebar]

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② W W

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcerous Spyglass 2 Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sunsourge Champion 2W Creature -- Human Wizard When this creature enters, you gain life equal to its power. Eternalize--{2}{W}{W}, Discard a card. ({2}{W}{W}, Discard a card, Exile this card from your graveyard: Create a token that's a copy of it, except it's a 4/4 black Zombie Human Wizard with no mana cost. Eternalize only as a sorcery.) [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thopter Arrest 2W Enchantment When this enchantment enters, exile target artifact or creature an opponent controls until this enchantment leaves the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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