

U

Draw three cards, then put two cards from your hand on top of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

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① ②

Whenever this creature becomes the target of a spell or ability, mill three cards.

**{2}{U}, {T}:** Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.

1/1

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## ①②

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| <b>Cephalid Illusionist</b> (1)(U)<br>Creature -- Octopus Wizard<br>Whenever this creature becomes the target of a spell or ability, mill three cards.<br>{2}{U}, {T}: Prevent all combat damage that would be dealt to and dealt by target creature you control this turn.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Daze</b> (1)(U)<br>Instant<br>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br>Counter target spell unless its controller pays {1}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Daze</b> (1)(U)<br>Instant<br>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br>Counter target spell unless its controller pays {1}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Dread Return</b> (2)(B)(B)<br>Sorcery<br>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                         | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        |

3 U U

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.

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Land -- Forest Island

(**{T}**: Add **{G}** 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.)

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Basic Land -- Island

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

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①②

Target player shuffles up to three target cards from their graveyard into their library.  
Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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## Land -- Plains Island

([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.)

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## Misty Rainforest

Land

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

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Nadu, Winged Wisdom ①G④U

Legendary Creature -- Bird Wizard

Flying  
Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

3/4

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Nadu, Winged Wisdom (1)(G)(U)

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Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

3/4

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## Narcomoeba

Creature -- Illusion

Flying  
When this card is put into your  
graveyard from your library, you may  
put it onto the battlefield.

1/1

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① ②

Flying  
When this card is put into your graveyard from your library, you may put it onto the battlefield.

1/1

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W

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

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| <div><div><div><div><div><div></div><div><b>Ponder</b></div><div><div>U</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Ponder</b></div><div><div>U</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Prismatic Ending</b></div><div><div>XW</div></div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Savannah</b></div><div></div></div></div><div>Land -- Forest Plains</div><div>(<b>{T}</b>): Add <b>{G}</b> or <b>{W}</b>.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div></td></div>                            | <div><div><div><div><div><div></div><div><b>Ponder</b></div><div><div>U</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Prismatic Ending</b></div><div><div>XW</div></div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Savannah</b></div><div></div></div></div><div>Land -- Forest Plains</div><div>(<b>{T}</b>): Add <b>{G}</b> or <b>{W}</b>.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div> | <div><div><div><div><div><div></div><div><b>Prismatic Ending</b></div><div><div>XW</div></div></div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Savannah</b></div><div></div></div></div><div>Land -- Forest Plains</div><div>(<b>{T}</b>): Add <b>{G}</b> or <b>{W}</b>.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div> | <div><div><div><div><div><div></div><div><b>Savannah</b></div><div></div></div></div><div>Land -- Forest Plains</div><div>(<b>{T}</b>): Add <b>{G}</b> or <b>{W}</b>.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                   |
| <div><div><div><div><div><div></div><div><b>Shuko</b></div><div><div>1</div></div></div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Equip <b>{0}</b> (<b>{0}</b>): Attach to target creature you control. Equip only as a sorcery.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Shuko</b></div><div><div>1</div></div></div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Equip <b>{0}</b> (<b>{0}</b>): Attach to target creature you control. Equip only as a sorcery.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div><div><div>W</div></div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div><div><div>W</div></div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div></td></div> | <div><div><div><div><div><div></div><div><b>Shuko</b></div><div><div>1</div></div></div></div><div>Artifact -- Equipment</div><div>Equipped creature gets +1/+0. Equip <b>{0}</b> (<b>{0}</b>): Attach to target creature you control. Equip only as a sorcery.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div><div><div>W</div></div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div><div><div>W</div></div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div></td></div>     | <div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div><div><div>W</div></div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div><td><div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div><div><div>W</div></div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></td></div>                                    | <div><div><div><div><div><div></div><div><b>Swords to Plowshares</b></div><div><div>W</div></div></div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

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.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

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.

L 4

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UU

When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)

1/3

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## Land -- Forest Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Island

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

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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       |
| <div><div>Carpet of Flowers</div><div>Enchantment</div><div>At the beginning of each of your main phases, if you haven't added mana with this ability this turn, you may add X mana of any one color, where X is the number of Islands target opponent controls.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                           | <div><div>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{T}: Add one mana of any color.<br/>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                             | <div><div>Consign to Memory</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><div>Consign to Memory</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> |

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| <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                   | <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                             | <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                          | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Ghost Vacuum</b> (1)<br>Artifact<br>{T}: Exile target card from a graveyard.<br>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Haywire Mite</b> (1)<br>Artifact Creature -- Insect<br>When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br>[sideboard]<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hydroblast</b> (U)<br>Instant<br>Choose one --<br>* Counter target spell if it's red.<br>* Destroy target permanent if it's red.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                        |

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| <div> <div> <b>Serenity</b> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> At the beginning of your upkeep, destroy all artifacts and enchantments. They can't be regenerated. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Spell Pierce</b> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Spell Pierce</b> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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