

U

Target player draws three cards.

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## ①

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

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① ②

Target player mills three cards. 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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U

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

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U

Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.

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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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| <div><div><div><div><div><div></div><div><b>Flooded Strand</b></div></div></div><div><div>Land</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Flusterstorm</b></div></div></div><div><div>Instant</div><div><div>Counter target instant or sorcery spell unless its controller pays {1}.</div><div>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Flusterstorm</b></div></div></div><div><div>Instant</div><div><div>Counter target instant or sorcery spell unless its controller pays {1}.</div><div>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Force of Negation</b></div></div></div><div><div>Instant</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><div><div><div></div><div><b>Force of Will</b></div></div></div><div><div>Instant</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>           | <div><div><div><div><div><div></div><div><b>Force of Will</b></div></div></div><div><div>Instant</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                          | <div><div><div><div><div><div></div><div><b>Force of Will</b></div></div></div><div><div>Instant</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                          | <div><div><div><div><div><div></div><div><b>Force of Will</b></div></div></div><div><div>Instant</div><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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                         |

X R W

Create X 2/2 red Human Knight creature tokens with trample and haste. Whenever one or more creatures you control deal combat damage to one or more players this turn, you become the monarch.

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③ ④

Search your library for up to four cards with different names and reveal them. Target opponent chooses two of those cards. Put the chosen cards into your graveyard and the rest into your hand. Then shuffle.

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UP

({U/P} can be paid with either {U}  
 or 2 life.)  
 Look at target player's hand.  
 Draw a card.

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

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3 U U

Draw three cards.  
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

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3 U U

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Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

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| <div><div>Lotus Petal</div><div>Artifact</div><div><div>{T}</div>, Sacrifice this artifact: Add one mana of any color.</div></div>                                                  | <div><div>Mana Crypt</div><div>Artifact</div><div>At the beginning of your upkeep, flip a coin. If you lose the flip, this artifact deals 3 damage to you.<div>{T}</div>: Add {C}{C}.</div></div> | <div><div>Mana Drain</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><div>Mana Drain</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><div>Mana Drain</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><div>Mana Drain</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><div>Mental Misstep</div><div>Instant</div><div><div>{U/P}</div> can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div></div>               | <div><div>Merchant Scroll</div><div>Sorcery</div><div>Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.</div></div>               |

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| <div><div><div>Mindbreak Trap</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mox Emerald</div><div><div>0</div></div></div><div><div>Artifact</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div>Mox Jet</div><div><div>0</div></div></div><div><div>Artifact</div><div>{T}: Add {B}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Mox Pearl</div><div><div>0</div></div></div><div><div>Artifact</div><div>{T}: Add {W}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               |
| <div><div><div>Mox Ruby</div><div><div>0</div></div></div><div><div>Artifact</div><div>{T}: Add {R}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                           | <div><div><div>Mox Sapphire</div><div><div>0</div></div></div><div><div>Artifact</div><div>{T}: Add {U}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</div><div>Basic Land -- Plains</div></div><div><div>( {T}: Add {W}. )</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         | <div><div><div>Polluted Delta</div><div>Land</div></div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp 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> |

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| <div><div>Prismatic Ending</div><div><div>X</div><div>W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Sevinne's Reclamation</div><div><div>2</div><div>W</div></div></div> <div>Sorcery</div> <div>Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.<br/>Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Snapcaster Mage</div><div><div>1</div><div>U</div></div></div> <div>Creature -- Human Wizard</div> <div>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.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Snow-Covered Island</div></div> <div>Basic Snow Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                           |
| <div><div>Sol Ring</div><div><div>1</div></div></div> <div>Artifact</div> <div>{T}: Add {C}{C}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five 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><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five 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><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five 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> |

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| <div><div>Stock Up</div><div><div>2</div><div>U</div></div></div> <div>Sorcery</div> <div>Look at the top five 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><div>Time Walk</div><div><div>1</div><div>U</div></div></div> <div>Sorcery</div> <div>Take an extra turn after this one.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tolarian Academy</div></div> <div>Legendary Land</div> <div>{T}: Add {U} for each artifact you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                           | <div><div>Tundra</div></div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                     |
| <div><div>Tundra</div></div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       | <div><div>Tundra</div></div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                       | <div><div>Underworld Breach</div><div><div>1</div><div>R</div></div></div> <div>Enchantment</div> <div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)<br/>At the beginning of the end step, sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Underworld Breach</div><div><div>1</div><div>R</div></div></div> <div>Enchantment</div> <div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)<br/>At the beginning of the end step, sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Urza's Saga

## Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

```
I -- This Saga gains "{T}: Add {C}."
```

```
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.'
```

III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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## Vexing Bauble

Artifact

```
Whenever a player casts a spell, if
no mana was spent to cast it,
counter that spell.
```

{1}, {T}, Sacrifice this artifact:

Draw a card.

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## Volcanic Island

Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Volcanic Island

Land -- Island Mountain

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

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## Consign to Memory

Instant

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.

[sidebar]

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## Consign to Memory

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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.

[sidebar]

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## Containment Priest

Creature -- Human Cleric

Flash

If a nontoken creature would enter and it wasn't cast, exile it instead.

[sidebar]

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## Lurrus of the Dream-Den (1)(W/B)(W/B)

Legendary Creature -- Cat Nightmare

Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

Lifelink

Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.

[sideboard]

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| <div><div><div>Mindbreak Trap</div><div><div>2</div><div>U</div><div>U</div></div></div><div><div>Instant -- Trap</div><div>If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.<br/>Exile any number of target spells.<br/><br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>         | <div><div><div>Pithing Needle</div><div><div>1</div></div></div><div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br/><br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                    | <div><div><div>Seal of Cleansing</div><div><div>1</div><div>W</div></div></div><div><div>Enchantment</div><div>Sacrifice this enchantment: Destroy target artifact or enchantment.<br/><br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                     | <div><div><div>Soul-Guide Lantern</div><div><div>1</div></div></div><div><div>Artifact</div><div>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/><br/>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
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