## Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Arcane Denial (1)(U)

Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep. You draw a card at the beginning of the next turn's upkeep.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Brain Freeze (1)(U)

Instant

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Brain Freeze (1)(U)

Instant

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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## Circular Logic {2}{U}

Instant

Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## City of Traitors

Land

When you play another land, sacrifice this land.
{T}: Add {C}{C}.

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## Deep Analysis {3}{U}

Sorcery

Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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## Deep Analysis {3}{U}

Sorcery

Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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## Dream Halls {3}{U}{U}

Enchantment

Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell.

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## Dream Halls {3}{U}{U}

Enchantment

Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Enchantment

Rather than pay the mana cost for a spell, its controller may discard a card that shares a color with that spell.

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## Flash of Insight {X}{1}{U}

Instant

Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Flashback--{1}{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. Flashback--{1}{U}, Exile X blue cards from your graveyard. (You may cast this card from your graveyard for its flashback cost, then exile it. You can't exile Flash of Insight to pay for its own flashback cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Frantic Search {2}{U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Playtest cards - monzatubarao - Premodern v3 Group 89620F (Dream Halls, Opportunity) (Prem** sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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## Intuition {2}{U}

Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Instant

Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle.

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Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Island

Basic Land -- Island

({T}: Add {U}.)

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({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Meditate** (2)(U)

Instant

Draw four cards. You skip your next turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Draw four cards. You skip your next turn.

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## Opportunity {4}{U}{U}

Instant

Target player draws four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Target player draws four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Opportunity {4}{U}{U}

Instant

Target player draws four cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Rush of Knowledge {4}{U}

Sorcery

Draw cards equal to the greatest mana value among permanents you control.

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Sorcery

Draw cards equal to the greatest mana value among permanents you control.

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Draw cards equal to the greatest mana value among permanents you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Saprazzan Skerry

Land

This land enters tapped with two depletion counters on it.
{T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - monzatubarao - Premodern v3 Group 89620F (Dream Halls, Opportunity) (Prem** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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{T}, Remove a depletion counter from this land: Add {U}{U}. If there are no depletion counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Show and Tell (2)(U)

Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

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Sorcery

Each player may put an artifact, creature, enchantment, or land card from their hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sleight of Hand (U)

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 PLAY botbox.dev

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## Sleight of Hand (U)

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 PLAY botbox.dev

## Svyelunite Temple

Land

This land enters tapped.
{T}: Add {U}.
{T}, Sacrifice this land: Add {U}{U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Land

This land enters tapped.
{T}: Add {U}.
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{T}: Add {U}.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Brain Freeze (1)(U)

Instant

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.)

[sideboard]

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Target player mills three cards.
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[sideboard]

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## Chain of Vapor (U)

Instant

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.

[sideboard]

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Instant

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.

[sideboard]

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[sideboard]

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## Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

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Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

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Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

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## Defense Grid (2)

Artifact

Each spell costs {3} more to cast except during its controller's turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Hydroblast (U)

Instant

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

[sideboard]

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## Rushing River (2)(U)

Instant

Kicker--Sacrifice a land. (You may sacrifice a land in addition to any other costs as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, return another target nonland permanent to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tormod's Crypt (0)

Artifact

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

[sideboard]

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## Tormod's Crypt (0)

Artifact

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

[sideboard]

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