

Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ancient Tomb Land {T}: Add {C}{C}. This land deals 2 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brain Freeze1U 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 PLAYbotbox.dev
Chain of VaporU 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	City of Traitors Land When you play another land, sacrifice this land. {T}: Add {C}{C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis3U 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Donate 2U Sorcery Target player gains control of target permanent you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Donate 2U Sorcery Target player gains control of target permanent you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Donate 2U Sorcery Target player gains control of target permanent you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dream Halls 3UU 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 PLAYbotbox.dev
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Forbidden Crypt 3 B B Enchantment If you would draw a card, return a card from your graveyard to your hand instead. If you can't, you lose the game. If a card would be put into your graveyard from anywhere, exile that card instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Search 2 U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Frantic Search 2 U Instant Draw two cards, then discard two cards. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Illusions of Grandeur 3 U Enchantment Cumulative upkeep {2} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) When this enchantment enters, you gain 20 life. When this enchantment leaves the battlefield, you lose 20 life. 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	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	Lim-Dûl's VaultUB Instant Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lim-Dûl's VaultUB Instant Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lim-Dûl's VaultUB Instant Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lim-Dûl's VaultUB Instant Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library in any order, then look at the top five cards of your library. Then shuffle and put the last cards you looked at this way on top in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Petal9 Artifact {T}, Sacrifice this artifact: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Meditate Instant Draw four cards. You skip your next turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meditate Instant Draw four cards. You skip your next turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meditate Instant Draw four cards. You skip your next turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Opportunity Instant Target player draws four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Opportunity 4 U U 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	Opportunity 4 U U Instant Target player draws four cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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 PLAY botbox.dev
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Rush of Knowledge

④ ⑤

Sorcery

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

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④ ⑤

Sorcery

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

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Show and Tell

②③

Sorcery

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

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

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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

Svyelunite Temple

Land

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

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Swamp

Basic Land -- Swamp

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

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Underground River

Land

```
{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
```

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Underground River

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{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
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Underground River

Land

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{T}: Add {C}.
{T}: Add {U} or {B}. This land deals
1 damage to you.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact

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

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

Artifact

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Defense Grid 2 Artifact Each spell costs {3} more to cast except during its controller's turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hypnox 8BBB Creature -- Nightmare Horror Flying When this creature enters, if you cast it from your hand, exile all cards from target opponent's hand. When this creature leaves the battlefield, return the exiled cards to their owner's hand. [sideboard] 8/8 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lobotomy 2UB Sorcery Target player reveals their hand, then you choose a card other than a basic land card from it. Search that player's graveyard, hand, and library for all cards with the same name as the chosen card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Short 2U Instant Tap all lands target player controls and that player loses all unspent mana. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Phyrexian Negator 2B Creature -- Phyrexian Horror Trample Whenever this creature is dealt damage, sacrifice that many permanents. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Phyrexian Negator 2B Creature -- Phyrexian Horror Trample Whenever this creature is dealt damage, sacrifice that many permanents. [sideboard] 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Propaganda 2U Enchantment Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Propaganda 2U Enchantment Creatures can't attack you unless their controller pays {2} for each creature they control that's attacking you. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Teferi's Response 1 U Instant Counter target spell or ability an opponent controls that targets a land you control. If a permanent's ability is countered this way, destroy that permanent. Draw two cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tormod's Crypt 0 Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	