

Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Aang's Iceberg 2W Enchantment Flash When this enchantment enters, exile up to one other target nonland permanent until this enchantment leaves the battlefield. Waterbend {3}: Sacrifice this enchantment. If you do, scry 2. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Altar of the Brood 1 Artifact Whenever another permanent you control enters, each opponent mills a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Altar of the Brood 1 Artifact Whenever another permanent you control enters, each opponent mills a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Altar of the Brood 1 Artifact Whenever another permanent you control enters, each opponent mills a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Altar of the Brood 1 Artifact Whenever another permanent you control enters, each opponent mills a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Balemurk Leech 1 B Creature -- Leech Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Copy Enchantment 2 U Enchantment You may have this enchantment enter as a copy of any enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Copy Enchantment 2 U Enchantment You may have this enchantment enter as a copy of any enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Copy Enchantment 2 U Enchantment You may have this enchantment enter as a copy of any enchantment on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Detention Sphere 1 W U Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detention Sphere 1 W U Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detention Sphere 1 W U Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Detention Sphere 1 W U Enchantment When this enchantment enters, you may exile target nonland permanent not named Detention Sphere and all other permanents with the same name as that permanent. When this enchantment leaves the battlefield, return the exiled cards to the battlefield under their owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Estrid's Invocation 2U Enchantment You may have this enchantment enter as a copy of an enchantment you control, except it has "At the beginning of your upkeep, you may exile this enchantment. If you do, return it to the battlefield under its owner's control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Estrid's Invocation 2U Enchantment You may have this enchantment enter as a copy of an enchantment you control, except it has "At the beginning of your upkeep, you may exile this enchantment. If you do, return it to the battlefield under its owner's control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Estrid's Invocation 2U Enchantment You may have this enchantment enter as a copy of an enchantment you control, except it has "At the beginning of your upkeep, you may exile this enchantment. If you do, return it to the battlefield under its owner's control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Flooded Strand Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Oblivion Ring 2 W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivion Ring 2 W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivion Ring 2 W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oblivion Ring 2 W Enchantment When this enchantment enters, exile another target nonland permanent. When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Poison the Waters 1 B Sorcery Choose one -- * All creatures get -1/-1 until end of turn. * Target player reveals their hand. You choose an artifact or creature card from it. That player discards that card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Undercity Sewers Land -- Island Swamp {T}: Add {U} or {B}.) 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
United Battlefront 3 W Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	United Battlefront 3 W Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	United Battlefront 3 W Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	United Battlefront 3 W Sorcery Look at the top seven cards of your library. Put up to two noncreature, nonland permanent cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Balemurk Leech 1B Creature -- Leech Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Balemurk Leech 1B Creature -- Leech Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, each opponent loses 1 life. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cyclonic Rift 1U Instant Return target nonland permanent you don't control to its owner's hand. Overload {6}{U} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pithing Needle 1 Artifact As this artifact enters, choose a 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 PLAYbotbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Tithe 1W Enchantment -- Aura Enchant nonland permanent At the beginning of the upkeep of enchanted permanent's controller, that player sacrifices it unless they pay {X}, where X is its mana value. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Teferi, Time Raveler 1WU

Legendary Planeswalker -- Teferi

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.

[sideboard]

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