

Artful Dodge  Sorcery Target creature can't be blocked this turn. Flashback {U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Boomerang   Instant Return target permanent to its owner's hand.	Boomerang   Instant Return target permanent to its owner's hand.	Brainstorm  Instant Draw three cards, then put two cards from your hand on top of your library in any order.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryptic Serpent Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cryptic Serpent Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryptic Serpent Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cryptic Serpent Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. 6/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis 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

Delver of Secrets U Creature -- Human Wizard At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature. 1/1 ----- BACK FACE ----- Insectile Aberration Creature -- Human Insect Flying 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Delver of Secrets U Creature -- Human Wizard At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature. 1/1 ----- BACK FACE ----- Insectile Aberration Creature -- Human Insect Flying 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Delver of Secrets U Creature -- Human Wizard At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature. 1/1 ----- BACK FACE ----- Insectile Aberration Creature -- Human Insect Flying 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Delver of Secrets U Creature -- Human Wizard At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature. 1/1 ----- BACK FACE ----- Insectile Aberration Creature -- Human Insect Flying 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Dispel U Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel U Instant Counter target instant spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force Spike U Instant Counter target spell unless its controller pays {1}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. 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	Lórien Revealed 3UU Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed 3UU Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lórien Revealed 3 U U Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lórien Revealed 3 U U Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Note U Instant Mill two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Note U Instant Mill two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mental Note U Instant Mill two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mental Note U Instant Mill two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder U Sorcery 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 PLAYbotbox.dev	Ponder U Sorcery 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 PLAYbotbox.dev

Sleep of the Dead U Sorcery Tap target creature. It doesn't untap during its controller's next untap step. Escape--{2}{U}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sleep of the Dead U Sorcery Tap target creature. It doesn't untap during its controller's next untap step. Escape--{2}{U}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thought Scour U Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Scour U Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Scour U Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thought Scour U Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu l U Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blue Elemental Blast Ⓢ Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blue Elemental Blast Ⓢ Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blue Elemental Blast Ⓢ Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blue Elemental Blast Ⓢ Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Envelop Ⓢ Instant Counter target sorcery spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Envelop Ⓢ Instant Counter target sorcery spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gut Shot ⓇⓅ Instant {R/P} can be paid with either {R} or 2 life.) Gut Shot deals 1 damage to any target. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast Ⓢ Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard]	Piracy Charm Instant Choose one -- * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) * Target creature gets +2/-1 until end of turn. * Target player discards a card. [sideboard]	Piracy Charm Instant Choose one -- * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) * Target creature gets +2/-1 until end of turn. * Target player discards a card. [sideboard]	
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