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| <div>Argoth, Sanctum of Nature</div> <div>Land</div> <div>This land enters tapped unless you control a legendary green creature. {T}: Add {G}. {2}{G}{G}, {T}: Create a 2/2 green Bear creature token, then mill three cards. Activate only as a sorcery. (Melds with Titania, Voice of Gaea.)</div> <div>----- OTHER FACE -----</div> <div>Titania, Gaea Incarnate</div> <div>Legendary Creature -- Elemental Avatar</div> <div>Reach, vigilance, trample, haste<br/>Titania's power and toughness are each equal to the number of lands you control.<br/>When Titania enters, return all land cards from your graveyard to the battlefield tapped.<br/>{3}{G}: Put four +1/+1 counters on target land you control. It becomes a 0/0 Elemental creature with haste. It's still a land.</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Blanchwood Prowler 16</div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Blanchwood Prowler 16</div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Blanchwood Prowler 16</div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Blanchwood Prowler 16</div> <div>Creature -- Elemental</div> <div>When this creature enters, mill three cards. You may put a land card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                            | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                     | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                        | <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                        |

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| <div><div><b>Blooming Marsh</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><b>Botanical Sanctum</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Darkslick Shores</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><b>Darkslick Shores</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div><b>Darkslick Shores</b></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |

## Echoing Deeps

Land - - Cave

You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types.  
{T}: Add {C}.

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## Forest

Basic Land -- Forest

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

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## Gnawing Vermin

Creature -- Rat

When this creature enters, target player mills two cards.  
When this creature dies, target creature you don't control gets -1/-1 until end of turn.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature dies, target creature you don't control gets -1/-1 until end of turn.

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## Harvester of Misery (3BB)

Creature -- Spirit

Menace  
When this creature enters, other creatures get -2/-2 until end of turn.  
{1}{B}, Discard this card: Target creature gets -2/-2 until end of turn.

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### Harvester of Misery (3)(B)(B)

Creature -- Spirit

```
Menace
When this creature enters, other
creatures get -2/-2 until end of
turn.
{1}{B}, Discard this card: Target
creature gets -2/-2 until end of
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| <div><div><div>Hollow Marauder</div><div>6B</div></div><div>Creature -- Specter Rogue</div><div><div>This spell costs {1} less to cast for each creature card in your graveyard.</div><div>Flying</div><div>When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card.</div></div><div><div>4/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hollow Marauder</div><div>6B</div></div><div>Creature -- Specter Rogue</div><div><div>This spell costs {1} less to cast for each creature card in your graveyard.</div><div>Flying</div><div>When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card.</div></div><div><div>4/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hollow Marauder</div><div>6B</div></div><div>Creature -- Specter Rogue</div><div><div>This spell costs {1} less to cast for each creature card in your graveyard.</div><div>Flying</div><div>When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card.</div></div><div><div>4/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hollow Marauder</div><div>6B</div></div><div>Creature -- Specter Rogue</div><div><div>This spell costs {1} less to cast for each creature card in your graveyard.</div><div>Flying</div><div>When this creature enters, any number of target opponents each discard a card. For each of those opponents who didn't discard a card with mana value 4 or greater, draw a card.</div></div><div><div>4/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Huskburster Swarm</div><div>7B</div></div><div>Creature -- Elemental Insect</div><div><div>This spell costs {1} less to cast for each creature card you own in exile and in your graveyard.</div><div>Menace, deathtouch</div></div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div><div>Huskburster Swarm</div><div>7B</div></div><div>Creature -- Elemental Insect</div><div><div>This spell costs {1} less to cast for each creature card you own in exile and in your graveyard.</div><div>Menace, deathtouch</div></div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div><div>Huskburster Swarm</div><div>7B</div></div><div>Creature -- Elemental Insect</div><div><div>This spell costs {1} less to cast for each creature card you own in exile and in your graveyard.</div><div>Menace, deathtouch</div></div><div><div>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div><div>Island</div></div><div>Basic Land -- Island</div><div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                              |

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| <div><div>Lord Skitter's Butcher (2)(B)</div><div>Creature -- Rat Peasant</div><div>When this creature enters, choose one --<br/>* Create a 1/1 black Rat creature token with "This token can't block."<br/>* You may sacrifice another creature. If you do, scry 2, then draw a card.<br/>* Creatures you control gain menace until end of turn.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lord Skitter's Butcher (2)(B)</div><div>Creature -- Rat Peasant</div><div>When this creature enters, choose one --<br/>* Create a 1/1 black Rat creature token with "This token can't block."<br/>* You may sacrifice another creature. If you do, scry 2, then draw a card.<br/>* Creatures you control gain menace until end of turn.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lord Skitter's Butcher (2)(B)</div><div>Creature -- Rat Peasant</div><div>When this creature enters, choose one --<br/>* Create a 1/1 black Rat creature token with "This token can't block."<br/>* You may sacrifice another creature. If you do, scry 2, then draw a card.<br/>* Creatures you control gain menace until end of turn.</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Overwhelming Remorse (4)(B)</div><div>Instant</div><div>This spell costs {1} less to cast for each creature card in your graveyard.<br/>Exile target creature or planeswalker.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                    |
| <div><div>Overwhelming Remorse (4)(B)</div><div>Instant</div><div>This spell costs {1} less to cast for each creature card in your graveyard.<br/>Exile target creature or planeswalker.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Overwhelming Remorse (4)(B)</div><div>Instant</div><div>This spell costs {1} less to cast for each creature card in your graveyard.<br/>Exile target creature or planeswalker.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Overwhelming Remorse (4)(B)</div><div>Instant</div><div>This spell costs {1} less to cast for each creature card in your graveyard.<br/>Exile target creature or planeswalker.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div>Picklock Prankster (1)(U)</div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> <div><div>Free the Fae (1)(U)</div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Picklock Prankster</div><div><div>1</div><div>U</div></div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div><div>1</div><div>U</div></div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Picklock Prankster</div><div><div>1</div><div>U</div></div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div><div>1</div><div>U</div></div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Picklock Prankster</div><div><div>1</div><div>U</div></div><div>Creature -- Faerie Rogue</div><div>Flying, vigilance</div><div>1/3</div><div>----- ADVENTURE -----</div><div>Free the Fae</div><div><div>1</div><div>U</div></div><div>Instant -- Adventure</div><div>Mill four cards. Then put an instant, sorcery, or Faerie card from among the milled cards into your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Cottage</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B} or {G}.<br/>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.<br/>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Restless Reef</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                   | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                   | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                  |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                    |
| <div>Up the Beanstalk16</div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Up the Beanstalk16</div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Up the Beanstalk16</div> <div>Enchantment</div> <div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Voracious Varmint16</div> <div>Creature -- Varmint</div> <div>Vigilance<br/>{1}, Sacrifice this creature: Destroy target artifact or enchantment.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Writhing Necromass</div><div><div>6</div><div>B</div></div></div><div><div>Creature -- Zombie Giant</div><div>This spell costs {1} less to cast for each creature card in your graveyard.<br/>Deathtouch</div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Writhing Necromass</div><div><div>6</div><div>B</div></div></div><div><div>Creature -- Zombie Giant</div><div>This spell costs {1} less to cast for each creature card in your graveyard.<br/>Deathtouch</div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Writhing Necromass</div><div><div>6</div><div>B</div></div></div><div><div>Creature -- Zombie Giant</div><div>This spell costs {1} less to cast for each creature card in your graveyard.<br/>Deathtouch</div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                 | <div><div><div>Writhing Necromass</div><div><div>6</div><div>B</div></div></div><div><div>Creature -- Zombie Giant</div><div>This spell costs {1} less to cast for each creature card in your graveyard.<br/>Deathtouch</div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>   | <div><div><div>Cut Down</div><div><div>B</div></div></div><div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                    | <div><div><div>Deadly Cover-Up</div><div><div>3</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Duress</div><div><div>B</div></div></div><div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                    |

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| <div><div>Haywire Mite</div><div>1</div></div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Jace, the Perfected Mind</div><div>2UUP</div></div> <div>Legendary Planeswalker -- Jace</div> <div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div> <div>[sideboard]</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Knight of Dusk's Shadow</div><div>1B</div></div> <div>Creature -- Human Knight</div> <div>Menace (This creature can't be blocked except by two or more creatures.)<br/>Your opponents can't gain life.<br/>{1}{B}: This creature gets +1/+1 until end of turn.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                    | <div><div>Knight of Dusk's Shadow</div><div>1B</div></div> <div>Creature -- Human Knight</div> <div>Menace (This creature can't be blocked except by two or more creatures.)<br/>Your opponents can't gain life.<br/>{1}{B}: This creature gets +1/+1 until end of turn.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                |
| <div><div>Negate</div><div>1U</div></div> <div>Instant</div> <div>Counter target noncreature spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div><div>Terror Tide</div><div>2BB</div></div> <div>Sorcery</div> <div>Fathomless descent -- All creatures get -X/-X until end of turn, where X is the number of permanent cards in your graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                | <div><div>The End</div><div>2BB</div></div> <div>Instant</div> <div>This spell costs {2} less to cast if your life total is 5 or less.<br/>Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Three Steps Ahead</div><div>U</div></div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

