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{T}: Add {W} or {U}.
{W}{U}: This artifact becomes a 2/2 white and blue Bird artifact creature with flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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① ② R

Cumulative upkeep--Add {R}. (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.)

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UUR

This spell can't be countered.
Counter target spell you don't control.
Overload {1}{U}{U}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

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① ②

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.")

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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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of Annihilation 8RR Sorcery Exile all artifacts, creatures, and lands from the battlefield, all cards from all graveyards, and all cards from all hands. Cycling {5}{R}{R} ({5}{R}{R}, Discard this card: Draw a card.) When you cycle this card, destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of Annihilation 8RR Sorcery Exile all artifacts, creatures, and lands from the battlefield, all cards from all graveyards, and all cards from all hands. Cycling {5}{R}{R} ({5}{R}{R}, Discard this card: Draw a card.) When you cycle this card, destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Decree of Annihilation 8RR Sorcery Exile all artifacts, creatures, and lands from the battlefield, all cards from all graveyards, and all cards from all hands. Cycling {5}{R}{R} ({5}{R}{R}, Discard this card: Draw a card.) When you cycle this card, destroy all lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Firemind's Foresight (5)(U)(R) Instant Search your library for an instant card with mana value 3, reveal it, and put it into your hand. Then repeat this process for instant cards with mana values 2 and 1. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Firemind's Foresight (5)(U)(R) Instant Search your library for an instant card with mana value 3, reveal it, and put it into your hand. Then repeat this process for instant cards with mana values 2 and 1. Then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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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.

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Island

Basic Land -- Island

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

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Izzet Charm

U R

Instant

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Choose one --
* Counter target noncreature spell
unless its controller pays {2}.
* Izzet Charm deals 2 damage to
target creature.
* Draw two cards, then discard two
cards.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Izzet Charm

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Instant

Choose one --

- * Counter target noncreature spell unless its controller pays {2}.
- * Izzet Charm deals 2 damage to target creature.
- * Draw two cards, then discard two cards.

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Izzet Charm

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Instant

Choose one --

- * Counter target noncreature spell unless its controller pays {2}.
- * Izzet Charm deals 2 damage to target creature.
- * Draw two cards, then discard two cards.

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Lightning Bolt

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Instant

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt

®

Instant

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Lightning Bolt deals 3 damage to any
target.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Bolt Instant Lightning Bolt deals 3 damage to any target. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mana Confluence Land {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mountain Basic Land -- Mountain {T}: Add {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pollen Lullaby Instant Prevent all combat damage that would be dealt this turn. Clash with an opponent. If you win, creatures that player controls don't untap during the player's next untap step. (Each clashing player reveals the top card of their library, then puts that card on their choice of the top or bottom. A player wins if their card had a greater mana value.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ponder 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

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Sphinx's Revelation (X)(W)(U)(U) Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation (X)(W)(U)(U) Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Street Spasm (X)(R) Instant Street Spasm deals X damage to target creature without flying you don't control. Overload {X}{X}{R}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Epiphany Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {U} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vivid Creek Land This land enters tapped with two charge counters on it. {T}: Add {U}. {T}, Remove a charge counter from this land: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Brain Freeze 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Counterflux Instant This spell can't be countered. Counter target spell you don't control. Overload {1}{U}{U}{R} (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	Decree of Justice Sorcery Create X 4/4 white Angel creature tokens with flying. Cycling {2}{W} ({2}{W}, Discard this card: Draw a card.) When you cycle this card, you may pay {X}. If you do, create X 1/1 white Soldier creature tokens. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deicide Instant Exile target enchantment. If the exiled card is a God card, search its controller's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Light 1W Instant You gain shroud until end of turn. (You can't be the target of spells or abilities.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Light 1W Instant You gain shroud until end of turn. (You can't be the target of spells or abilities.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gilded Light 1W Instant You gain shroud until end of turn. (You can't be the target of spells or abilities.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gilded Light 1W Instant You gain shroud until end of turn. (You can't be the target of spells or abilities.) Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm

1R

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Pyroclasm

1R

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Street Spasm

XR

Instant

Street Spasm deals X damage to target creature without flying you don't control. Overload {X}{X}{R}{R} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")

[sideboard]

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