

Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dramatic Reversal Instant Untap all nonland permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dramatic Reversal Instant Untap all nonland permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Dramatic Reversal Instant Untap all nonland permanents you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Seer Creature -- Phyrexian Advisor This creature enters with three oil counters on it. {T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Seer Creature -- Phyrexian Advisor This creature enters with three oil counters on it. {T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Glistener Seer Creature -- Phyrexian Advisor This creature enters with three oil counters on it. {T}, Remove an oil counter from this creature: Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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0/3

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Basic Land -- Island

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

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Mothdust Changeling Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mothdust Changeling Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mothdust Changeling Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mothdust Changeling Creature -- Shapeshifter Changeling (This card is every creature type.) Tap an untapped creature you control: This creature gains flying until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Persistent Petitioners ①② Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persistent Petitioners ①② Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persistent Petitioners ①② Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Persistent Petitioners ①② Creature -- Human Advisor {1}, {T}: Target player mills a card. (They put the top card of their library into their graveyard.) Tap four untapped Advisors you control: Target player mills twelve cards. A deck can have any number of cards named Persistent Petitioners. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

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Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)

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Choose one --
* Target player draws a card at the
beginning of the next turn's upkeep.
* Target creature gains flying until
end of turn.
* Target creature an opponent
controls phases out. (While it's
phased out, it's treated as though
it doesn't exist. It phases in
before its controller untaps during
their next untap step.)
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Choose one --

- * Target player draws a card at the beginning of the next turn's upkeep.
- * Target creature gains flying until end of turn.
- * Target creature an opponent controls phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.)

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Changeling (This card is every creature type.)

1/1

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Universal Automaton 1 Artifact Creature -- Shapeshifter Changeling (This card is every creature type.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vision Charm U Instant Choose one -- * Target player mills four cards. * Choose a land type and a basic land type. Each land of the first chosen type becomes the second chosen type until end of turn. * Target artifact phases out. (While it's phased out, it's treated as though it doesn't exist. It phases in before its controller untaps during their next untap step.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
You See a Guard Approach U Instant Choose one -- * Distract the Guard -- Tap target creature. * Hide -- Target creature you control gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	You See a Guard Approach U Instant Choose one -- * Distract the Guard -- Tap target creature. * Hide -- Target creature you control gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Echoing Truth 1U Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Echoing Truth 1U Instant Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace's Phantasm U Creature -- Illusion Flying This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace's Phantasm U Creature -- Illusion Flying This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace's Phantasm U Creature -- Illusion Flying This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Jace's Phantasm U Creature -- Illusion Flying This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Portent U Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Portent U Sorcery Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Red Elemental Blast R Instant Choose one -- * Counter target blue spell. * Destroy target blue permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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