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| <div><div><div>Cast Down</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cast Down</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cast Down</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Cast Down</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Counterspell</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              | <div><div><div>Counterspell</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              | <div><div><div>Counterspell</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              | <div><div><div>Counterspell</div><div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>              |

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| <div><div>Crypt Incursion</div><div>Instant</div><div>Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Crypt Incursion</div><div>Instant</div><div>Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Curse of the Bloody Tome</div><div>Enchantment -- Aura Curse</div><div>Enchant player<br/>At the beginning of enchanted player's upkeep, that player mills two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Curse of the Bloody Tome</div><div>Enchantment -- Aura Curse</div><div>Enchant player<br/>At the beginning of enchanted player's upkeep, that player mills two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Curse of the Bloody Tome</div><div>Enchantment -- Aura Curse</div><div>Enchant player<br/>At the beginning of enchanted player's upkeep, that player mills two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Curse of the Bloody Tome</div><div>Enchantment -- Aura Curse</div><div>Enchant player<br/>At the beginning of enchanted player's upkeep, that player mills two cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dimir Guildgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div>Dimir Guildgate</div><div>Land -- Gate</div><div>This land enters tapped.<br/>{T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    |

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| <div><div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland 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>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland 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>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland 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>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fallaji Archaeologist 1U</div><div>Creature -- Human Scout</div><div>When this creature enters, mill three cards. You may put a noncreature, nonland 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>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                            | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                            | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                            | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                            |

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| <div><div><div>Jace's Phantasm</div><div>Ⓢ</div></div><div>Creature -- Illusion</div><div>Flying<br/>This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div><div>Jace's Phantasm</div><div>Ⓢ</div></div><div>Creature -- Illusion</div><div>Flying<br/>This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div><div>Jace's Phantasm</div><div>Ⓢ</div></div><div>Creature -- Illusion</div><div>Flying<br/>This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     | <div><div><div>Jace's Phantasm</div><div>Ⓢ</div></div><div>Creature -- Illusion</div><div>Flying<br/>This creature gets +4/+4 as long as an opponent has ten or more cards in their graveyard.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                     |
| <div><div><div>Merfolk Secretkeeper</div><div>Ⓢ</div></div><div>Creature -- Merfolk Wizard</div><div>0/4</div><div>----- ADVENTURE -----</div><div><div><div>Venture Deeper</div><div>Ⓢ</div></div><div>Sorcery -- Adventure</div><div>Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Merfolk Secretkeeper</div><div>Ⓢ</div></div><div>Creature -- Merfolk Wizard</div><div>0/4</div><div>----- ADVENTURE -----</div><div><div><div>Venture Deeper</div><div>Ⓢ</div></div><div>Sorcery -- Adventure</div><div>Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Merfolk Secretkeeper</div><div>Ⓢ</div></div><div>Creature -- Merfolk Wizard</div><div>0/4</div><div>----- ADVENTURE -----</div><div><div><div>Venture Deeper</div><div>Ⓢ</div></div><div>Sorcery -- Adventure</div><div>Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Merfolk Secretkeeper</div><div>Ⓢ</div></div><div>Creature -- Merfolk Wizard</div><div>0/4</div><div>----- ADVENTURE -----</div><div><div><div>Venture Deeper</div><div>Ⓢ</div></div><div>Sorcery -- Adventure</div><div>Target player mills four cards. (Then exile this card. You may cast the creature later from exile.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Mind Sculpt</div><div>①②</div></div><div>Sorcery</div><div>Target opponent mills seven cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Mind Sculpt</div><div>①②</div></div><div>Sorcery</div><div>Target opponent mills seven cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Paranoid Delusions</div><div>②③</div></div><div>Sorcery</div><div>Target player mills three cards.<br/>Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Paranoid Delusions</div><div>②③</div></div><div>Sorcery</div><div>Target player mills three cards.<br/>Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Ponder</div><div>②</div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ponder</div><div>②</div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ponder</div><div>②</div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div><div>Ponder</div><div>②</div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           |

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| <div><div><div>Shriekgeist</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flying<br/>Whenever this creature deals combat damage to a player, that player mills two cards.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shriekgeist</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flying<br/>Whenever this creature deals combat damage to a player, that player mills two cards.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shriekgeist</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flying<br/>Whenever this creature deals combat damage to a player, that player mills two cards.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shriekgeist</div><div>1U</div></div><div>Creature -- Spirit</div><div>Flying<br/>Whenever this creature deals combat damage to a player, that player mills two cards.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   | <div><div><div>Swamp</div></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>Unsummon</div> <div>Instant</div> <div>Return target creature to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unsummon</div> <div>Instant</div> <div>Return target creature to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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