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| <div> <b>Abhorrent Oculus</b> <span>2</span><span>U</span> </div> <div>           Creature -- Eye         </div> <div> <p>As an additional cost to cast this spell, exile six cards from your graveyard.</p> <p>Flying</p> <p>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</p> </div> <div> <div>5/5</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Archmage's Charm</b> <span>U</span><span>U</span><span>U</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Counter target spell.</li> <li>* Target player draws two cards.</li> <li>* Gain control of target nonland permanent with mana value 1 or less.</li> </ul> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Arcum's Astrolabe</b> <span>S</span> </div> <div>           Snow Artifact         </div> <div> <p>({S} can be paid with one mana from a snow source.)</p> <p>When this artifact enters, draw a card.</p> <p>{1}, {T}: Add one mana of any color.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Baleful Strix</b> <span>U</span><span>B</span> </div> <div>           Artifact Creature -- Bird         </div> <div> <p>Flying, deathtouch</p> <p>When this creature enters, draw a card.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Barrowgoyf</b> <span>2</span><span>B</span> </div> <div>           Creature -- Lhurgoyf         </div> <div> <p>Deathtouch, lifelink</p> <p>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</p> <p>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</p> </div> <div> <div>*/1+*</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                     | <div> <b>Bloodstained Mire</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                            | <div> <b>Brainstorm</b> <span>U</span> </div> <div>           Instant         </div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                    | <div> <b>Brainsurge</b> <span>2</span><span>U</span> </div> <div>           Instant         </div> <div> <p>Draw four cards, then put two cards from your hand on top of your library in any order.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                            |

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| <div> <b>Castle Vantress</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control an Island.</p> <p>{T}: Add {U}.</p> <p>{2}{U}{U}, {T}: Scry 2.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Clearwater Pathway</b> </div> <div> Land </div> <div> <p>{T}: Add {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                        | <div> <b>Cling to Dust</b> </div> <div> Instant </div> <div> <p>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Command Tower</b> </div> <div> Land </div> <div> <p>{T}: Add one mana of any color in your commander's color identity.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Counterspell</b> </div> <div> Instant </div> <div> <p>Counter target spell.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                     | <div> <b>Creeping Tar Pit</b> </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U} or {B}.</p> <p>{1}{U}{B}: Until end of turn, this land becomes a 3/2 blue and black Elemental creature. It's still a land. It can't be blocked this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Cryptic Command</b> </div> <div> Instant </div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Counter target spell.</li> <li>* Return target permanent to its owner's hand.</li> <li>* Tap all creatures your opponents control.</li> <li>* Draw a card.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>            | <div> <b>Cut Down</b> </div> <div> Instant </div> <div> <p>Destroy target creature with total power and toughness 5 or less.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>    |

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| <div> <b>Damnation</b> <span>2</span><span>B</span><span>B</span> </div> <div>Sorcery</div> <div> <p>Destroy all creatures. They can't be regenerated.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                  | <div> <b>Demonic Tutor</b> <span>1</span><span>B</span> </div> <div>Sorcery</div> <div> <p>Search your library for a card, put that card into your hand, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                          | <div> <b>Dismember</b> <span>1</span><span>BP</span><span>BP</span> </div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                   | <div> <b>Drowned Catacomb</b> </div> <div>Land</div> <div> <p>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {U} or {B}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                        |
| <div> <b>Drown in the Loch</b> <span>U</span><span>B</span> </div> <div>Instant</div> <div> <p>Choose one --<br/>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.<br/>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Ertai Resurrected</b> <span>2</span><span>U</span><span>B</span> </div> <div>           Legendary Creature -- Phyrexian Human Wizard </div> <div> <p>Flash<br/>When Ertai Resurrected enters, choose up to one --<br/>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.<br/>* Destroy another target creature or planeswalker. Its controller draws a card.</p> </div> <div> <div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Fact or Fiction</b> <span>3</span><span>U</span> </div> <div>Instant</div> <div> <p>Reveal the top five cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other into your graveyard.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Fatal Push</b> <span>B</span> </div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div><div><div>Feed the Cycle</div><div>①B</div></div><div><div>Instant</div><div>As an additional cost to cast this spell, forage or pay {B}. (To forage, exile three cards from your graveyard or sacrifice a Food.) Destroy target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Flooded Strand</div><div></div></div><div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Force of Negation</div><div>①UU</div></div><div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Force of Will</div><div>③UU</div></div><div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |
| <div><div><div>Force Spike</div><div>U</div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                              | <div><div><div>Gloomlake Verge</div><div></div></div><div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {B}. Activate only if you control an Island or a Swamp.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                               | <div><div><div>Go for the Throat</div><div>①B</div></div><div><div>Instant</div><div>Destroy target nonartifact creature.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                       | <div><div><div>Graveyard Trespasser</div><div>②B</div></div><div><div>Creature -- Human Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card was exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</div></div></div> <div><div>3/3</div></div> <div><div>Graveyard Glutton</div><div>Creature -- Werewolf</div><div>Ward--Discard a card.<br/>Whenever this creature enters or attacks, exile up to two target cards from graveyards. For each creature card exiled this way, each opponent loses 1 life and you gain 1 life.<br/>Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</div></div> <div><div>4/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div> <b>Hall of Storm Giants</b> </div> <div> Land </div> <div> <p>If you control two or more other lands, this land enters tapped. {T}: Add {U}.</p> <p>{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Harbinger of the Seas</b> </div> <div> Creature -- Merfolk Wizard </div> <div> <p>Nonbasic lands are Islands.</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                             | <div> <b>Ledger Shredder</b> </div> <div> Creature -- Bird Advisor </div> <div> <p>Flying</p> <p>Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Logic Knot</b> </div> <div> Instant </div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</p> <p>Counter target spell unless its controller pays {X}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |
| <div> <b>Long Goodbye</b> </div> <div> Instant </div> <div> <p>This spell can't be countered. (This includes by the ward ability.)</p> <p>Destroy target creature or planeswalker with mana value 3 or less.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                        | <div> <b>Lórien Revealed</b> </div> <div> Sorcery </div> <div> <p>Draw three cards.</p> <p>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Lose Focus</b> </div> <div> Instant </div> <div> <p>Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</p> <p>Counter target spell unless its controller pays {2}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                      | <div> <b>Mana Leak</b> </div> <div> Instant </div> <div> <p>Counter target spell unless its controller pays {3}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                |

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| <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>       | <div>Memory Lapse</div> <div>Instant</div> <div>Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                  | <div>Mental Misstep</div> <div>Instant</div> <div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                     | <div>Miscalculation</div> <div>Instant</div> <div>Counter target spell unless its controller pays {2}.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                |
| <div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Murktide Regent</div> <div>Creature -- Dragon</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Flying<br/>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.<br/>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Mystic Confluence</div> <div>Instant</div> <div>Choose three. You may choose the same mode more than once.<br/>* Counter target spell unless its controller pays {3}.<br/>* Return target creature to its owner's hand.<br/>* Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Mystic Sanctuary</div> <div>Land -- Island</div> <div>{T}: Add {U}.)<br/>This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Orc Archer</div> <div>Flash</div> <div>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Otawara, Soaring City</div> </div> <div> <div>Legendary Land</div> <div>{T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Parallax Nexus</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Enchantment</div> <div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Target opponent exiles a card from their hand. Activate only as a sorcery. When this enchantment leaves the battlefield, each player returns to their hand all cards they own exiled with it.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Parallax Tide</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div>Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.) Remove a fade counter from this enchantment: Exile target land. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Polluted Delta</div> </div> <div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                      | <div> <div>Ponder</div> <div> <div>U</div> </div> </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. Draw a card.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                          | <div> <div>Preordain</div> <div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div>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.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                  | <div> <div>Prismatic Vista</div> </div> <div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                    |

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| <div> <b>Profane Tutor</b> </div> <div> Sorcery </div> <div> <p>Suspend 2--{1}{B} (Rather than cast this card from your hand, pay {1}{B} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search your library for a card, put that card into your hand, then shuffle.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Psychic Frog</b> <div> U B </div> </div> <div> Creature -- Frog </div> <div> <p>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Reanimate</b> <div> B </div> </div> <div> Sorcery </div> <div> <p>Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Remand</b> <div> 1 U </div> </div> <div> Instant </div> <div> <p>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard.<br/>Draw a card.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                            |
| <div> <b>Riptide Laboratory</b> </div> <div> Land </div> <div> <p>{T}: Add {C}.<br/>{1}{U}, {T}: Return target Wizard you control to its owner's hand.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                       | <div> <b>Sauron's Ransom</b> <div> 1 U B </div> </div> <div> Instant </div> <div> <p>Choose an opponent. They look at the top four cards of your library and separate them into a face-down pile and a face-up pile. Put one pile into your hand and the other into your graveyard. The Ring tempts you.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                     | <div> <b>Scalding Tarn</b> </div> <div> Land </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>            | <div> <b>Sheoldred's Edict</b> <div> 1 B </div> </div> <div> Instant </div> <div> <p>Choose one --<br/>* Each opponent sacrifices a nontoken creature of their choice.<br/>* Each opponent sacrifices a creature token of their choice.<br/>* Each opponent sacrifices a planeswalker of their choice.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p><b>Sheoldred, the Apocalypse</b> (2)(B)(B)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Deathtouch<br/>Whenever you draw a card, you gain 2 life.<br/>Whenever an opponent draws a card, they lose 2 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                             | <p><b>Shipwreck Marsh</b></p> <p>Land</p> <p>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {U} or {B}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Sinister Concierge</b> (1)(U)</p> <p>Creature -- Human Wizard</p> <p>When this creature dies, you may exile it and put three time counters on it. If you do, exile up to one target creature and put three time counters on it. Each card exiled this way that doesn't have suspend gains suspend. (For each card with suspend, its owner removes a time counter from it at the beginning of their upkeep. When the last is removed, they may cast it without paying its mana cost. Those creature spells have haste.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Siphon Insight</b> (U)(B)</p> <p>Instant</p> <p>Look at the top two cards of target opponent's library. Exile one of them face down and put the other on the bottom of that library. You may play the exiled card for as long as it remains exiled, and you may spend mana as though it were mana of any color to cast that spell.<br/>Flashback {1}{U}{B}</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Snapcaster Mage</b> (1)(U)</p> <p>Creature -- Human Wizard</p> <p>Flash<br/>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Snow-Covered Island</b></p> <p>Basic Snow Land -- Island</p> <p>( {T} : Add {U} . )</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                 | <p><b>Snow-Covered Island</b></p> <p>Basic Snow Land -- Island</p> <p>( {T} : Add {U} . )</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                                                                                                                                                               | <p><b>Snow-Covered Island</b></p> <p>Basic Snow Land -- Island</p> <p>( {T} : Add {U} . )</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                        |

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## Snow-Covered Island

## Basic Snow Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Island

Basic Snow Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Swamp

Basic Snow Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Snow-Covered Swamp

Basic Snow Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Snow-Covered Swamp

Basic Snow Land - - Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Spell Snare

U

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stern Scolding

U

Instant

Counter target creature spell with power or toughness 2 or less.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Subtlety

2 U U

Creature -- Elemental Incarnation

Flash  
Flying  
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.  
Evoke--Exile a blue card from your hand.

3/3

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## Sunken Hollow

Land - - Island Swamp

(**{T}**: Add **{U}** or **{B}**.)  
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Sunken Ruins

Land

$\{T\}$ : Add  $\{C\}$ .  
 $\{U/B\}$ ,  $\{T\}$ : Add  $\{U\}\{U\}$ ,  $\{U\}\{B\}$ , or  
 $\{B\}\{B\}$ .

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Thought Scour

U

Instant

Target player mills two cards.  
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Toxic Deluge

2 B

Sorcery

As an additional cost to cast this spell, pay X life.  
All creatures get -X/-X until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undercity Sewers

Land - - Island Swamp

([T]: Add [U] or [B].)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Underground Sea

Land -- Island Swamp

( $\{T\}$ : Add  $\{U\}$  or  $\{B\}$ .)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vedaiken Shackles

③

Artifact

You may choose not to untap this artifact during your untap step.

**{2}, {T}:** Gain control of target creature with power less than or equal to the number of Islands you control for as long as this artifact remains tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vendilion Clique

① ② ③

Legendary Creature -- Faerie Wizard

Flash  
Flying

When Vendilion Clique enters, look at target player's hand. You may choose a nonland card from it. If you do, that player reveals the chosen card, puts it on the bottom of their library, then draws a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/1

## Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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## Vizzerdrix

Creature -- Rabbit Beast

⑥ ⑦

**6/6**

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## Wash Away

Instant

Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)  
Counter target spell [that wasn't cast from its owner's hand].

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Watery Grave

Land -- Island Swamp

( $\{T\}$ : Add  $\{U\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2  
life. If you don't, it enters  
tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev