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| <div><div>Artful Dodge</div><div>U</div><div>Sorcery</div><div>Target creature can't be blocked this turn.<br/>Flashback {U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Artful Dodge</div><div>U</div><div>Sorcery</div><div>Target creature can't be blocked this turn.<br/>Flashback {U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Brainstorm</div><div>U</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              | <div><div>Brainstorm</div><div>U</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                              |
| <div><div>Brainstorm</div><div>U</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Brainstorm</div><div>U</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Circular Logic</div><div>2U</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard.<br/>Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Circular Logic</div><div>2U</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard.<br/>Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard.<br/>Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard.<br/>Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deep Analysis</div><div>Sorcery</div><div>Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Deep Analysis</div><div>Sorcery</div><div>Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |
| <div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Fallaji Archaeologist</div><div>①①</div></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>Fallaji Archaeologist</div><div>①①</div></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>Fallaji Archaeologist</div><div>①①</div></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>Inside Out</div><div>①④/R</div></div><div>Instant</div><div>Switch target creature's power and toughness until end of turn. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |
| <div><div><div>Inside Out</div><div>①④/R</div></div><div>Instant</div><div>Switch target creature's power and toughness until end of turn. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 | <div><div><div>Inside Out</div><div>①④/R</div></div><div>Instant</div><div>Switch target creature's power and toughness until end of turn. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 | <div><div><div>Inside Out</div><div>①④/R</div></div><div>Instant</div><div>Switch target creature's power and toughness until end of turn. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 | <div><div><div>Loran's Escape</div><div>①W</div></div><div>Instant</div><div>Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Loran's Escape</div><div>W</div></div><div><div>Instant</div><div>Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                | <div><div><div>Perilous Landscape</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Perilous Landscape</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Perilous Landscape</div><div></div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Island, Mountain, or Plains card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {U}{R}{W} ({U}{R}{W}, Discard this card: Draw a card.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div><div>Ponder</div><div>U</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.<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Ponder</div><div>U</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.<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            | <div><div><div>Ponder</div><div>U</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.<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            | <div><div><div>Ponder</div><div>U</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.<br/>Draw a card.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                            |

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| <div><div><div>Preordain</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Preordain</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Preordain</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preordain</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Prismatic Strands</div><div>②④</div></div><div>Instant</div><div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Prismatic Strands</div><div>②④</div></div><div>Instant</div><div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Snow-Covered Island</div></div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div><div>Snow-Covered Island</div></div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               |

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| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Squadron Hawk1W</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Squadron Hawk1W</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Squadron Hawk1W</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Squadron Hawk1W</div><div>Creature -- Bird</div><div>Flying<br/>When this creature enters, you may search your library for up to three cards named Squadron Hawk, reveal them, put them into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tireless TribeW</div><div>Creature -- Human Nomad</div><div>Discard a card: This creature gets +0/+4 until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               | <div><div>Tireless TribeW</div><div>Creature -- Human Nomad</div><div>Discard a card: This creature gets +0/+4 until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                               |

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| <div><div><div>Tireless Tribe</div><div>W</div></div><div><div>Creature -- Human Nomad</div><div>Discard a card: This creature gets +0/+4 until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Tireless Tribe</div><div>W</div></div><div><div>Creature -- Human Nomad</div><div>Discard a card: This creature gets +0/+4 until end of turn.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Whiteout</div><div>1G</div></div><div><div>Instant</div><div>All creatures lose flying until end of turn.<br/>Sacrifice a snow land: Return this card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Whiteout</div><div>1G</div></div><div><div>Instant</div><div>All creatures lose flying until end of turn.<br/>Sacrifice a snow land: Return this card from your graveyard to your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Dispel</div><div>U</div></div><div><div>Instant</div><div>Counter target instant spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                               | <div><div><div>Dispel</div><div>U</div></div><div><div>Instant</div><div>Counter target instant spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                               | <div><div><div>Dispel</div><div>U</div></div><div><div>Instant</div><div>Counter target instant spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                           | <div><div><div>Dust to Dust</div><div>1WWW</div></div><div><div>Sorcery</div><div>Exile two target artifacts.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                    |

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| <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile two target artifacts.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div><div>Dust to Dust</div><div><div>1</div><div>W</div><div>W</div></div></div> <div>Sorcery</div> <div>Exile two target artifacts.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                             | <div><div>Flaring Pain</div><div><div>1</div><div>R</div></div></div> <div>Instant</div> <div>Damage can't be prevented this turn.<br/>Flashback {R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hydroblast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                   |
| <div><div>Hydroblast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Hydroblast</div><div><div>U</div></div></div> <div>Instant</div> <div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Loran's Escape</div><div><div>W</div></div></div> <div>Instant</div> <div>Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                             | <div><div>Prismatic Strands</div><div><div>2</div><div>W</div></div></div> <div>Instant</div> <div>Prevent all damage that sources of the color of your choice would deal this turn.<br/>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div>Snow-Covered Mountain</div> <div>Basic Snow Land -- Mountain</div> <div> <div> <div>{T}: Add {R}.</div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Swirling Sandstorm</div> <div> <div>3</div> <div>R</div> </div> <div>Sorcery</div> <div> <div>Threshold -- Swirling Sandstorm deals 5 damage to each creature without flying if there are seven or more cards in your graveyard.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Swirling Sandstorm</div> <div> <div>3</div> <div>R</div> </div> <div>Sorcery</div> <div> <div>Threshold -- Swirling Sandstorm deals 5 damage to each creature without flying if there are seven or more cards in your graveyard.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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