

Aqueous Form U Enchantment -- Aura Enchant creature Enchanted creature can't be blocked. Whenever enchanted creature attacks, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cast Down 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cast Down 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cast Down 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cast Down 1B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Aquifer Land -- Island Swamp {T}: Add {U} or {B}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Aquifer Land -- Island Swamp {T}: Add {U} or {B}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Contaminated Aquifer Land -- Island Swamp {T}: Add {U} or {B}. This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Contaminated Aquifer Land -- Island Swamp ({T}): Add {U} or {B}.) This land enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deduce Instant Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deduce Instant Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deduce Instant Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deduce Instant Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deep Analysis Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dimir Aqueduct Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {U}{B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dispel U Instant Counter target instant spell. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drown in Sorrow 1BB Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Extract a Confession 1B Sorcery As an additional cost to cast this spell, you may collect evidence 6. (Exile cards with total mana value 6 or greater from your graveyard.) Each opponent sacrifices a creature of their choice. If evidence was collected, instead each opponent sacrifices a creature with the greatest power among creatures they control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gearseeker Serpent 5UU Creature -- Serpent Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) {5}{U}: This creature can't be blocked this turn. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Gloomfang Mauler 5BB Creature -- Nightmare Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.) Menace 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gloomfang Mauler 5BB Creature -- Nightmare Swampcycling {2} ({2}, Discard this card: Search your library for a Swamp card, reveal it, put it into your hand, then shuffle.) Backup 2 (When this creature enters, put two +1/+1 counters on target creature. If that's another creature, it gains the following ability until end of turn.) Menace 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hard Evidence U Sorcery Create a 0/3 blue Crab creature token. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hard Evidence U Sorcery Create a 0/3 blue Crab creature token. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hard Evidence Ⓢ Sorcery Create a 0/3 blue Crab creature token. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hard Evidence Ⓢ Sorcery Create a 0/3 blue Crab creature token. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lose Focus ①Ⓢ Instant 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.) Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lose Focus ①Ⓢ Instant 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.) Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lose Focus ①Ⓢ Instant 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.) Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Lose Focus ①② Instant 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.) Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Fiend ①B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Fiend ①B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mesmeric Fiend ①B Creature -- Nightmare Horror When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card. When this creature leaves the battlefield, return the exiled card to its owner's hand. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pieces of the Puzzle ②② Sorcery Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pieces of the Puzzle ②② Sorcery Reveal the top five cards of your library. Put up to two instant and/or sorcery cards from among them into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain ② Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Preordain ② Sorcery 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Seat of the Synod Artifact Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seat of the Synod Artifact Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seat of the Synod Artifact Land {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seething Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Seething Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seething Landscape Land {T}: Add {C}. {T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serpentine Curve Sorcery Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is one plus the total number of instant and sorcery cards you own in exile and in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Serpentine Curve Sorcery Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is one plus the total number of instant and sorcery cards you own in exile and in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Sleep of the Dead Sorcery Tap target creature. It doesn't untap during its controller's next untap step. Escape--{2}{U}, Exile three other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suffocating Fumes Instant Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Annu l Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annu l Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blue Elemental Blast U Instant Choose one -- * Counter target red spell. * Destroy target red permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Chainer's Edict 1B Sorcery Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dispel U Instant Counter target instant spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Drown in Sorrow 1BB Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drown in Sorrow 1BB Sorcery All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Relic of Progenitus 1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Relic of Progenitus1 Artifact {T}: Target player exiles a card from their graveyard. {1}, Exile this artifact: Exile all graveyards. Draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unexpected Fangs1B Instant Put a +1/+1 counter and a lifelink counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unexpected Fangs1B Instant Put a +1/+1 counter and a lifelink counter on target creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	
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