

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Azorius Charm W U Instant Choose one -- * Creatures you control gain lifelink until end of turn. * Draw a card. * Put target attacking or blocking creature on top of its owner's library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Disallow 1 U U Instant Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, Architect of Thought 2UU Legendary Planeswalker -- Jace [+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn. [-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order. [-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, Architect of Thought 2UU Legendary Planeswalker -- Jace [+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn. [-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order. [-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, Architect of Thought 2UU Legendary Planeswalker -- Jace [+1]: Until your next turn, whenever a creature an opponent controls attacks, it gets -1/-0 until end of turn. [-2]: Reveal the top three cards of your library. An opponent separates those cards into two piles. Put one pile into your hand and the other on the bottom of your library in any order. [-8]: For each player, search that player's library for a nonland card and exile it, then that player shuffles. You may cast those cards without paying their mana costs. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Tutor U Instant Search your library for an instant or sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystic Gate Land {T}: Add {C}. {W/U}, {T}: Add {W}{W}, {W}{U}, or {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Oona, Queen of the Fae (3)(U/B)(U/B)(U/B) Legendary Creature -- Faerie Wizard Flying {X}{U/B}: Choose a color. Target opponent exiles the top X cards of their library. For each card of the chosen color exiled this way, create a 1/1 blue and black Faerie Rogue creature token with flying. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oona, Queen of the Fae (3)(U/B)(U/B)(U/B) Legendary Creature -- Faerie Wizard Flying {X}{U/B}: Choose a color. Target opponent exiles the top X cards of their library. For each card of the chosen color exiled this way, create a 1/1 blue and black Faerie Rogue creature token with flying. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Psychic Spiral (4)(U) Instant Shuffle all cards from your graveyard into your library. Target player mills that many cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Reflecting Pool Land {T}: Add one mana of any type that a land you control could produce. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Runed Halo (W)(W) Enchantment As this enchantment enters, choose a card name. You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Sphinx's Revelation X W U U Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation X W U U Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation X W U U Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sphinx's Revelation X W U U Instant You gain X life and draw X cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict 1 W W U Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Svyelunite Temple Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Svyelunite Temple Land This land enters tapped. {T}: Add {U}. {T}, Sacrifice this land: Add {U}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of God 2 W W Sorcery Destroy all creatures. They can't be regenerated. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Counterbore 3 U U Instant Counter target spell. Search its controller's graveyard, hand, and library for all cards with the same name as that spell and exile them. Then that player shuffles. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disallow 1 U U Instant Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exile Instant Exile target nonwhite attacking creature. You gain life equal to its toughness. [sideboard] 2 W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insight Enchantment Whenever an opponent casts a green spell, you draw a card. [sideboard] 2 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insight Enchantment Whenever an opponent casts a green spell, you draw a card. [sideboard] 2 U PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Last Breath Instant Exile target creature with power 2 or less. Its controller gains 4 life. [sideboard] 1 W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Light of Day Enchantment Black creatures can't attack or block. [sideboard] 3 W PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pithing Needle Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] 1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plumeveil Creature -- Elemental Flash Defender, flying [sideboard] W/U W/U W/U 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plumeveil Creature -- Elemental Flash Defender, flying [sideboard] W/U W/U W/U 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Runed Halo W W Enchantment As this enchantment enters, choose a card name. You have protection from the chosen card name. (You can't be targeted, dealt damage, or enchanted by anything with that name.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Ground 1 W Enchantment Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from the battlefield, return that card to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sacred Ground 1 W Enchantment Whenever a spell or ability an opponent controls causes a land to be put into your graveyard from the battlefield, return that card to the battlefield. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	