## Baleful Strix {U}{B}

Artifact Creature -- Bird

Flying, deathtouch
When this creature enters, draw a card.

1/1

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## Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

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## Brainstorm {U}

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

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Instant

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## Campfire {1}

Artifact

{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

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## Cast Down {1}{B}

Instant

Destroy target nonlegendary creature.

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## Contaminated Aquifer

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.

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**Counterspell** {U}{U}

Instant

Counter target spell.

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**Cut Down** {B}

Instant

Destroy target creature with total power and toughness 5 or less.

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**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}.

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## Extract a Confession {1}{B}

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.

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## Foreboding Landscape

Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Swamp, Forest, or Island card, put it onto the battlefield tapped, then shuffle.
Cycling {B}{G}{U} ({B}{G}{U}, Discard this card: Draw a card.)

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## Ice Tunnel

Snow Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped.

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## Island

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

({T}: Add {U}.)

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**Island**

Basic Land -- Island

({T}: Add {U}.)

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**Lórien Revealed** {3}{U}{U}

Sorcery

Draw three cards.
Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)

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## Murmuring Mystic (3)(U)

Creature -- Human Wizard

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

**1/5**

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## Plunder the Trollshaws (1)(U)

Instant

Draw a card. If this spell was cast from a graveyard, draw two cards instead.
Flashback {3}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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## Preordain (U)

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.)

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## Preordain {U}

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.)

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## Prohibit {1}{U}

Instant

Kicker {2} (You may pay an additional {2} as you cast this spell.)
Counter target spell if its mana value is 2 or less. If this spell was kicked, counter that spell if its mana value is 4 or less instead.

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## Snuff Out {3}{B}

Instant

If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.
Destroy target nonblack creature. It can't be regenerated.

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Destroy target nonblack creature. It can't be regenerated.

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## Spell Pierce {U}

Instant

Counter target noncreature spell unless its controller pays {2}.

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Instant

Counter target noncreature spell unless its controller pays {2}.

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## Suffocating Fumes (2)(B)

Instant

Creatures your opponents control get -1/-1 until end of turn.
Cycling {2} ({2}, Discard this card: Draw a card.)

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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## Thorn of the Black Rose (3)(B)

Creature -- Human Assassin

Deathtouch
When this creature enters, you become the monarch.

1/3

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Deathtouch
When this creature enters, you become the monarch.

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## Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

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Counter target artifact or enchantment spell.

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## Arms of Hadar (3)(B)

Sorcery

Creatures target player controls get -2/-2 until end of turn.

[sideboard]

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Sorcery

Creatures target player controls get -2/-2 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blue Elemental Blast (U)

Instant

Choose one --
* Counter target red spell.
* Destroy target red permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crypt Incursion (2)(B)

Instant

Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.

[sideboard]

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## Dispel (U)

Instant

Counter target instant spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Envelop (U)

Instant

Counter target sorcery spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

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Choose one --
* Counter target spell if it's red.
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## Hydroblast (U)

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

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## 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]

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