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| <div>Assassin's Trophy (B)(G)</div> <div>Instant</div> <div>Destroy target permanent an opponent controls. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                              | <div>Awaken the Honored Dead (B)(G)(U)</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Destroy target nonland permanent.<br/>II -- Mill three cards.<br/>III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <div>Awaken the Honored Dead (B)(G)(U)</div> <div>Enchantment -- Saga</div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- Destroy target nonland permanent.<br/>II -- Mill three cards.<br/>III -- You may discard a card. When you do, return target creature or land card from your graveyard to your hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <div>Consult the Star Charts (1)(U)</div> <div>Instant</div> <div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                  |
| <div>Consult the Star Charts (1)(U)</div> <div>Instant</div> <div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Consult the Star Charts (1)(U)</div> <div>Instant</div> <div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Consult the Star Charts (1)(U)</div> <div>Instant</div> <div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Deadly Cover-Up (3)(B)(B)</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>Deadly Cover-Up</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>       | <div> <div>Deadly Cover-Up</div> <div> <div>3</div> <div>B</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>       | <div> <div>Deceit</div> <div> <div>4</div> <div>U/B</div> <div>U/B</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.<br/>When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke {U/B}{U/B}</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Deceit</div> <div> <div>4</div> <div>U/B</div> <div>U/B</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.<br/>When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke {U/B}{U/B}</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Deceit</div> <div> <div>4</div> <div>U/B</div> <div>U/B</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.<br/>When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke {U/B}{U/B}</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Deceit</div> <div> <div>4</div> <div>U/B</div> <div>U/B</div> </div> </div> <div>Creature -- Elemental Incarnation</div> <div> <p>When this creature enters, if {U}{U} was spent to cast it, return up to one other target nonland permanent to its owner's hand.<br/>When this creature enters, if {B}{B} was spent to cast it, target opponent reveals their hand. You choose a nonland card from it. That player discards that card.<br/>Evoke {U/B}{U/B}</p> </div> <div> <div>5/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dreamroot Cascade</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                     | <div> <div>Dreamroot Cascade</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more other lands.<br/>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                     |



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| <div> <div> Horned Loch-Whale 4UU </div> <div> Creature -- Whale </div> <div> Flash<br/> Ward {2}<br/> This creature enters tapped unless it's your turn. </div> <div> 6/6 </div> <div> <div> Lagoon Breach 1U </div> <div> Instant -- Adventure </div> <div> The owner of target attacking creature you don't control puts it on their choice of the top or bottom of their library. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Horned Loch-Whale 4UU </div> <div> Creature -- Whale </div> <div> Flash<br/> Ward {2}<br/> This creature enters tapped unless it's your turn. </div> <div> 6/6 </div> <div> <div> Lagoon Breach 1U </div> <div> Instant -- Adventure </div> <div> The owner of target attacking creature you don't control puts it on their choice of the top or bottom of their library. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> Island </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>         | <div> <div> Kishla Village </div> <div> Land </div> <div> This land enters tapped unless you control an Island or a Swamp.<br/> {T}: Add {G}.<br/> {3}{G}, {T}: Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |
| <div> <div> Multiversal Passage </div> <div> Land </div> <div> As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                         | <div> <div> Multiversal Passage </div> <div> Land </div> <div> As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                         | <div> <div> Negate 1U </div> <div> Instant </div> <div> Counter target noncreature spell. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Opulent Palace </div> <div> Land </div> <div> This land enters tapped.<br/> {T}: Add {B}, {G}, or {U}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                        |

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| <div><div>Opulent Palace</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {B}, {G}, or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>(T): Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>(T): Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>(T): Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |
| <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>(T): Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Petrified Hamlet</div><div>Land</div><div>When this land enters, choose a land card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br/>Lands with the chosen name have "{T}: Add {C}."<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Quandrix Charm</div><div>Instant</div><div>Choose one --<br/>* Counter target spell unless its controller pays {2}.<br/>* Destroy target enchantment.<br/>* Target creature has base power and toughness 5/5 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Quandrix Charm</div><div>Instant</div><div>Choose one --<br/>* Counter target spell unless its controller pays {2}.<br/>* Destroy target enchantment.<br/>* Target creature has base power and toughness 5/5 until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Requiring Hex</div><div>B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Requiring Hex</div><div>B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Requiring Hex</div><div>B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Requiring Hex</div><div>B</div></div> <div>Instant</div> <div>As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.)<br/>Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Restless Reef</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U} or {B}.<br/>{2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land.<br/>Whenever this land attacks, target player mills four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div><div>Shoot the Sheriff</div><div>1B</div></div> <div>Instant</div> <div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div><div>Shoot the Sheriff</div><div>1B</div></div> <div>Instant</div> <div>Destroy target non-outlaw creature. (Assassins, Mercenaries, Pirates, Rogues, and Warlocks are outlaws. Everyone else is fair game.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                              | <div><div>Spell Snare</div><div>U</div></div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                  |

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| <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                | <div>The Theorist, Jace Beleren 2UU</div> <div>Legendary Planeswalker -- Jace</div> <div>At the beginning of each opponent's draw step, you draw a card.<br/>[+1]: Create a 1/1 blue Illusion creature token.<br/>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.<br/>[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>The Theorist, Jace Beleren 2UU</div> <div>Legendary Planeswalker -- Jace</div> <div>At the beginning of each opponent's draw step, you draw a card.<br/>[+1]: Create a 1/1 blue Illusion creature token.<br/>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.<br/>[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Vicious Rivalry 2BG</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, pay X life.<br/>Destroy all artifacts and creatures with mana value X or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wastewood Verge</div> <div>Land</div> <div>{T}: Add {G}.<br/>{T}: Add {B}. Activate only if you control a Swamp or a Forest.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                 | <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                   | <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 |

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                        | <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                        | <div><div>Willowrush Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Willowrush Verge</div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                |
| <div><div>Cruelclaw's Heist</div><div>Sorcery</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Cruelclaw's Heist</div><div>Sorcery</div><div>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.)<br/>Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the gift was promised, you may cast that card for as long as it remains exiled, and mana of any type can be spent to cast it.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Disdainful Stroke</div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Flashfreeze<div>1U</div></div> <div>Instant</div> <div>Counter target red or green spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                    | <div>Ghost Vacuum<div>1</div></div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.</div> <div>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ghost Vacuum<div>1</div></div> <div>Artifact</div> <div>{T}: Exile target card from a graveyard.</div> <div>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Morlun, Devourer of Spiders<div>XBB</div></div> <div>Legendary Creature -- Vampire Villain</div> <div>Lifelink</div> <div>Morlun enters with X +1/+1 counters on him.</div> <div>When Morlun enters, he deals X damage to target opponent.</div> <div>[sideboard]</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                    |
| <div>Nowhere to Run<div>1B</div></div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</div> <div>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nowhere to Run<div>1B</div></div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn.</div> <div>Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div>Spell Snare<div>U</div></div> <div>Instant</div> <div>Counter target spell with mana value 2.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                 | <div>Sphinx of False Conclusions<div>2UU</div></div> <div>Creature -- Sphinx Illusion</div> <div>Flash</div> <div>Flying</div> <div>Whenever this creature attacks, draw a card, then discard a card.</div> <div>When this creature dies, if it isn't a token, create a token that's a copy of it.</div> <div>[sideboard]</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - Tarabagani - Standard (??? ~???????????~ Izzet Explosive Experiment Even

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|
| <div> <div>Sphinx of False Conclusions (2)(U)(U)</div> <div>Creature -- Sphinx Illusion</div> <div>Flash<br/>Flying<br/>Whenever this creature attacks, draw a card, then discard a card.<br/>When this creature dies, if it isn't a token, create a token that's a copy of it.</div> <div>[sideboard]</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The End (2)(B)(B)</div> <div>Instant</div> <div>This spell costs {2} less to cast if your life total is 5 or less.<br/>Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Three Steps Ahead (U)</div> <div>Instant</div> <div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |  |
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