

BreakingUB Sorcery Target player mills eight cards. Fuse (You may cast one or both halves of this card from your hand.) ----- RIGHT HALF ----- Entering4BR Sorcery Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	BreakingUB Sorcery Target player mills eight cards. Fuse (You may cast one or both halves of this card from your hand.) ----- RIGHT HALF ----- Entering4BR Sorcery Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	BreakingUB Sorcery Target player mills eight cards. Fuse (You may cast one or both halves of this card from your hand.) ----- RIGHT HALF ----- Entering4BR Sorcery Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	BreakingUB Sorcery Target player mills eight cards. Fuse (You may cast one or both halves of this card from your hand.) ----- RIGHT HALF ----- Entering4BR Sorcery Put a creature card from a graveyard onto the battlefield under your control. It gains haste until end of turn. Fuse (You may cast one or both halves of this card from your hand.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Clearwater Pathway Land {T}: Add {U}. ----- BACK FACE ----- Murkwater Pathway Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Land {T}: Add {U}. ----- BACK FACE ----- Murkwater Pathway Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkslick Shores Land This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Enchant player
At the beginning of each end step,
enchanted player mills X cards,
where X is the number of cards put
into their graveyard from anywhere
this turn.

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Legendary Land

{T}: Add {C}.
{2}, {T}: Each player draws a card,
then discards a card.

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Land

{T}: Add {U}.
{T}: Add {B}. Activate only if you control an Island or a Swamp.

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Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Island Basic Land -- Island ({T}): Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Perfected Mind (2)(U)(UP) Legendary Planeswalker -- Jace Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Until your next turn, up to one target creature gets -3/-0. [-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card. [-X]: Target player mills three times X cards. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Perfected Mind (2)(U)(UP) Legendary Planeswalker -- Jace Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Until your next turn, up to one target creature gets -3/-0. [-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card. [-X]: Target player mills three times X cards. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Perfected Mind (2)(U)(UP) Legendary Planeswalker -- Jace Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.) [+1]: Until your next turn, up to one target creature gets -3/-0. [-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card. [-X]: Target player mills three times X cards. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Maddening Cacophony (1)(U) Sorcery Kicker {3}{U} Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maddening Cacophony (1)(U) Sorcery Kicker {3}{U} Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maddening Cacophony (1)(U) Sorcery Kicker {3}{U} Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maddening Cacophony (1)(U) Sorcery Kicker {3}{U} Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Otawara, Soaring City Legendary Land {T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soul-Guide Lantern Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Annul Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annul Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annul Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Annul Instant Counter target artifact or enchantment spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

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