

<div> <div>Baleful Strix</div> <div> <div>U</div> <div>B</div> </div> </div> <div> <div>Artifact Creature -- Bird</div> <div> <div>Flying, deathtouch</div> <div>When this creature enters, draw a card.</div> </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Barrowgoyf</div> <div> <div>2</div> <div>B</div> </div> </div> <div> <div>Creature -- Lhurgoyf</div> <div> <div>Deathtouch, lifelink</div> <div>Barrowgoyf's power is equal to the number of card types among cards in all graveyards and its toughness is equal to that number plus 1.</div> <div>Whenever this creature deals combat damage to a player, you may mill that many cards. If you do, you may put a creature card from among them into your hand.</div> </div> </div> <div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Bloodstained Mire</div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Brainstorm</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Draw three cards, then put two cards from your hand on top of your library in any order.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Cavern of Souls</div> </div> <div> <div>Land</div> <div> <div>As this land enters, choose a creature type.</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Clearwater Pathway</div> </div> <div> <div>Card</div> <div> <div>-----</div> <div>OTHER FACE</div> <div>-----</div> <div>Clearwater Pathway</div> <div>Card</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Consider</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>Draw a card.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Cut Down</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>Destroy target creature with total power and toughness 5 or less.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div>Darkslick Shores</div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Daze</div> <div>Instant</div> <div> <p>You may return an Island you control to its owner's hand rather than pay this spell's mana cost.</p> <p>Counter target spell unless its controller pays {1}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Dismember</div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Drowned Catacomb</div> <div>Land</div> <div> <p>This land enters tapped unless you control an Island or a Swamp.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Drown in the Loch</div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.</p> <p>* Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Fatal Push</div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Flare of Denial</div> <div>Instant</div> <div> <p>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.</p> <p>Counter target spell.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Flooded Strand</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div> <div>Flusterstorm</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Force of Negation</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Force of Will</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Inquisition of Kozilek</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Island</div> </div> <div> <div>Basic Land -- Island</div> <div> ({T}: Add {U}.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Lórien Revealed</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> 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.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Marsh Flats</div> </div> <div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Minor Misstep</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> Counter target spell with mana value 1 or less. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div>Misdirection</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> <div>Instant</div> <div> <p>You may exile a blue card from your hand rather than pay this spell's mana cost.</p> <p>Change the target of target spell with a single target.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Misty Rainforest</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Muddle the Mixture</div> <div> <div>U</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target instant or sorcery spell.</p> <p>Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Orcish Bowmasters</div> <div> <div>1</div> <div>B</div> </div> <div>Creature -- Orc Archer</div> <div>Flash</div> <div> <p>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div>Otawara, Soaring City</div> <div>Legendary Land</div> <div> <p>{T}: Add {U}.</p> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Polluted Delta</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Ponder</div> <div> <div>U</div> </div> <div>Sorcery</div> <div> <p>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div>Portent</div> <div> <div>U</div> </div> <div>Sorcery</div> <div> <p>Look at the top three cards of target player's library, then put them back in any order. You may have that player shuffle. Draw a card at the beginning of the next turn's upkeep.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

U

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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{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

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UB

Whenever this creature deals combat damage to a player or planeswalker, draw a card.

Discard a card: Put a +1/+1 counter on this creature.

Exile three cards from your graveyard: This creature gains flying until end of turn.

1/2

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(B)

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

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① ② ③

Choose an opponent. They look at the top four cards of your library and separate them into a face-down pile and a face-up pile. Put one pile into your hand and the other into your graveyard. The Ring tempts you.

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{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.

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① ②

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

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

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<div><div>Snow-Covered Swamp</div><div>Basic Snow Land -- Swamp</div><div>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Spellseeker</div><div>Creature -- Human Wizard</div><div>When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Step Through</div><div>Sorcery</div><div>Return two target creatures to their owners' hands. Wizardcycling {2} ({2}, Discard this card: Search your library for a Wizard card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Stern Scolding</div><div>Instant</div><div>Counter target creature spell with power or toughness 2 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunken Hollow</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) This land enters tapped unless you control two or more basic lands.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sunken Palace</div><div>Land -- Cave</div><div>This land enters tapped. {T}: Add {U}. {1}{U}, {T}, Exile seven cards from your graveyard: Add {U}. When you spend this mana to cast a spell or activate an ability, copy that spell or ability. You may choose new targets for the copy. (Mana abilities can't be copied.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Tainted Pact</div><div><div>1</div><div>B</div></div><div>Instant</div><div>Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tainted Pact</div><div><div>1</div><div>B</div></div><div>Instant</div><div>Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>-----OTHER FACE-----</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Thassa's Oracle</div><div><div>U</div><div>U</div></div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Thassa's Oracle</div><div><div>U</div><div>U</div></div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thought Lash</div><div><div>2</div><div>U</div><div>U</div></div><div>Enchantment</div><div>Cumulative upkeep--Exile the top card of your library. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) When a player doesn't pay this enchantment's cumulative upkeep, that player exiles all cards from their library. Exile the top card of your library: Prevent the next 1 damage that would be dealt to you this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Thoughtseize</div><div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Undercity Sewers</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div>Underground Sea</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Vexing Bauble</div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Watery Grave</div> <div>Land -- Island Swamp</div> <div>{T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Blue Elemental Blast</div> <div>Instant</div> <div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cling to Dust</div> <div>Instant</div> <div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Commandeer</div> <div>Instant</div> <div>You may exile two blue cards from your hand rather than pay this spell's mana cost. Gain control of target noncreature spell. You may choose new targets for it. (If that spell is an artifact, enchantment, or planeswalker, the permanent enters under your control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Dress Down</div> <div>Enchantment</div> <div>Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Harbinger of the Seas ①④④ Creature -- Merfolk Wizard Nonbasic lands are Islands. [sideboard] <div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hydroblast ④ Instant Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Leyline Dowser ② Artifact {1}, {T}: Mill a card. You may put an instant or sorcery card milled this way into your hand. Tap an untapped legendary creature you control: Untap this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mindbreak Trap ②④④ Instant -- Trap If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost. Exile any number of target spells. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystical Dispute ②④ Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nihil Spellbomb ① Artifact {T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Noxious Revival ⑥P Instant ({G/P} can be paid with either {G} or 2 life.) Put target card from a graveyard on top of its owner's library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Null Rod ② Artifact Activated abilities of artifacts can't be activated. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div> Sheoldred's Edict <div> <div>1</div> <div>B</div> </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice. <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Soul-Guide Lantern <div> <div>1</div> </div> </div> <div> Artifact </div> <div> 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. <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Surgical Extraction <div> <div>BP</div> </div> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	