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| <div><div>Ash Barrens</div><div>Land</div><div><div>{T}: Add {C}.</div><div>Basic landcycling {1} ({1}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  | <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>  |
| <div><div>Brainstorm</div><div>Instant</div><div>Draw three cards, then put two cards from your hand on top of your library in any order.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                    | <div><div>Cast Down</div><div>Instant</div><div>Destroy target nonlegendary creature.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div><div>Contaminated Aquifer</div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div><div>This land enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Contaminated Aquifer</div><div>Land -- Island Swamp</div><div><div>{T}: Add {U} or {B}.</div><div>This land enters tapped.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Contaminated Aquifer</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Contaminated Aquifer</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Contaminated Landscape</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle.<br/>Cycling {W}{U}{B} ({W}{U}{B}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                              |
| <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                    | <div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  | <div><div>Deep Analysis</div><div>Sorcery</div><div>Target player draws two cards. Flashback--{1}{U}, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Deep Analysis</div><div><div>3</div><div>U</div></div></div> <div>Sorcery</div> <div>Target player draws two cards. Flashback--<div>{1}{U}</div>, Pay 3 life. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Dihada's Ploy</div><div><div>1</div><div>U</div><div>B</div></div></div> <div>Instant</div> <div>Draw two cards, then discard a card. You gain life equal to the number of cards you've discarded this turn. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Exclude</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>Counter target creature spell. Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>(<div>{T}</div>: Add <div>{U}</div>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>(<div>{T}</div>: Add <div>{U}</div>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                     | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>(<div>{T}</div>: Add <div>{U}</div>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                          | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>(<div>{T}</div>: Add <div>{U}</div>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                              | <div><div>Island</div></div> <div>Basic Land -- Island</div> <div>(<div>{T}</div>: Add <div>{U}</div>.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     |
| <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed</div><div>3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lórien Revealed</div><div>3UU</div><div>Sorcery</div><div>Draw three cards.<br/>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Lórien Revealed</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Draw three cards.</p> <p>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> </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>Sorcery</div> <div> <p>Draw three cards.</p> <p>Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Preordain</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                         | <div> <div>Preordain</div> <div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                         |
| <div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>        | <div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>        | <div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sneaky Snacker</div> <div> <div>U</div> <div>B</div> </div> </div> <div>Creature -- Faerie Rogue</div> <div> <p>Flying</p> <p>When you draw your third card in a turn, return this card from your graveyard to the battlefield tapped.</p> </div> <div> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><div>Snuff Out</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Snuff Out</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Snuff Out</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Snuff Out</div><div><div>3</div><div>B</div></div></div><div><div>Instant</div><div>If you control a Swamp, you may pay 4 life rather than pay this spell's mana cost.<br/>Destroy target nonblack creature. It can't be regenerated.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                               |
| <div><div><div>Spell Pierce</div><div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                           | <div><div><div>Spell Pierce</div><div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                           | <div><div><div>Swamp</div></div><div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                              | <div><div><div>The Modern Age</div><div><div>1</div><div>U</div></div></div><div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- - BACK FACE - - -</div><div><div>Vector Glider</div><div>Enchantment Creature -- Spirit</div><div>Flying</div></div><div><div>2/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>The Modern Age</div><div>1U</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Vector Glider</div><div>Enchantment Creature -- Spirit</div><div>Flying</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Modern Age</div><div>1U</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Vector Glider</div><div>Enchantment Creature -- Spirit</div><div>Flying</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Modern Age</div><div>1U</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I, II -- Draw a card, then discard a card.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>-----<br/>-- -- BACK FACE -- --</div><div>Vector Glider</div><div>Enchantment Creature -- Spirit</div><div>Flying</div><div>2/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thought Scour</div><div>U</div><div>Instant</div><div>Target player mills two cards.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                  |
| <div><div>Thought Scour</div><div>U</div><div>Instant</div><div>Target player mills two cards.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                          | <div><div>Thought Scour</div><div>U</div><div>Instant</div><div>Target player mills two cards.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                          | <div><div>Tolarian Terror</div><div>6U</div><div>Creature -- Serpent</div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div>Tolarian Terror</div><div>6U</div><div>Creature -- Serpent</div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br/>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Tolarian Terror</b> (6)(U)<br>Creature -- Serpent<br>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br>5/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Tolarian Terror</b> (6)(U)<br>Creature -- Serpent<br>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.<br>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br>5/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Unexpected Fangs</b> (1)(B)<br>Instant<br>Put a +1/+1 counter and a lifelink counter on target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                  | <b>Unexpected Fangs</b> (1)(B)<br>Instant<br>Put a +1/+1 counter and a lifelink counter on target creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                   |
| <b>Annul</b> (U)<br>Instant<br>Counter target artifact or enchantment spell.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                       | <b>Arms of Hadar</b> (3)(B)<br>Sorcery<br>Creatures target player controls get -2/-2 until end of turn.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                            | <b>Blue Elemental Blast</b> (U)<br>Instant<br>Choose one --<br>* Counter target red spell.<br>* Destroy target red permanent.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Extract a Confession</b> (1)(B)<br>Sorcery<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Extract a Confession</div><div>1B</div></div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hydroblast</div><div>U</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><div>Hydroblast</div><div>U</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div><div>Hydroblast</div><div>U</div></div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        |
| <div><div><div>Last Rites</div><div>2B</div></div><div>Sorcery</div><div>Discard any number of cards. Target player reveals their hand, then you choose a nonland card from it for each card discarded this way. That player discards those cards.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               | <div><div><div>Nihil Spellbomb</div><div>1</div></div><div>Artifact</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Nihil Spellbomb</div><div>1</div></div><div>Artifact</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Suffocating Fumes</div><div>2B</div></div><div>Instant</div><div>Creatures your opponents control get -1/-1 until end of turn. Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Thorn of the Black Rose (3)(B)</div><div>Creature -- Human Assassin</div><div>Deathtouch<br/>When this creature enters, you become the monarch.</div><div>[sideboard]</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Thorn of the Black Rose (3)(B)</div><div>Creature -- Human Assassin</div><div>Deathtouch<br/>When this creature enters, you become the monarch.</div><div>[sideboard]</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Unexpected Fangs (1)(B)</div><div>Instant</div><div>Put a +1/+1 counter and a lifelink counter on target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> |  |
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