

UB

Target creature gets -3/-0 until end of turn.

Target creature gets -0/-3 until end of turn.

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①②

When this creature enters, look at the top three cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in any order.

1/3

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1/3

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③ ④

When this creature enters, you become the monarch.
This creature can't be blocked by creatures the monarch controls.

3/3

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③ ④

Scry 2, then draw two cards.
Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)

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This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.
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Bojuka Bog <hr/> Land <hr/> This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.	Brainstorm ^U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.	Brainstorm ^U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.	Brainstorm ^U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.
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Brainstorm ^U <hr/> Instant <hr/> Draw three cards, then put two cards from your hand on top of your library in any order.	Cast Down ^{1 B} <hr/> Instant <hr/> Destroy target nonlegendary creature.	Cast Down ^{1 B} <hr/> Instant <hr/> Destroy target nonlegendary creature.	Chainer's Edict ^{1 B} <hr/> Sorcery <hr/> Target player sacrifices a creature of their choice. Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Contaminated Aquifer</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) 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}.) 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}.) 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}.) This land enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>CounterspellUU</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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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Counter target instant spell.

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Counter target instant spell.

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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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Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target spell unless its controller pays {2}.

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<div><div>Maestros Theater</div><div>Land</div><div>When this land enters, sacrifice it. When you do, search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle and you gain 1 life.</div><div>1/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Murmuring Mystic</div><div>3U</div><div>Creature -- Human Wizard</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.</div><div>1/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Murmuring Mystic</div><div>3U</div><div>Creature -- Human Wizard</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.</div><div>1/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Ponder</div><div>U</div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Snuff Out</div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Snuff Out</div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Snuff Out</div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Snuff Out</div><div>Instant</div><div>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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Suffocating Fumes</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Thorn of the Black Rose</div><div>Creature -- Human Assassin</div><div>Deathtouch When this creature enters, you become the monarch.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

<div><div><div>Tolarian Terror</div><div>⑥①</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</div><div>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><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tolarian Terror</div><div>⑥①</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</div><div>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><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tolarian Terror</div><div>⑥①</div></div><div>Creature -- Serpent</div><div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</div><div>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><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Unexpected Fangs</div><div>①②</div></div><div>Instant</div><div><div>Put a +1/+1 counter and a lifelink counter on target creature.</div></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Arms of Hadar</div><div>③②</div></div><div>Sorcery</div><div><div>Creatures target player controls get -2/-2 until end of turn.</div><div>[sideboard]</div></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blue Elemental Blast</div><div>①</div></div><div>Instant</div><div><div>Choose one --</div><div>* Counter target red spell.</div><div>* Destroy target red permanent.</div><div>[sideboard]</div></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blue Elemental Blast</div><div>①</div></div><div>Instant</div><div><div>Choose one --</div><div>* Counter target red spell.</div><div>* Destroy target red permanent.</div><div>[sideboard]</div></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Echoing Decay</div><div>①②</div></div><div>Instant</div><div><div>Target creature and all other creatures with the same name as that creature get -2/-2 until end of turn.</div><div>[sideboard]</div></div><div><div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

U

Choose one --

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

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U

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

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

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①

{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.

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①

{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.

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3 B B

Ninjutsu {3}{B} ({3}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, that player discards two cards.

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3/2

3 B B

Ninjutsu {3}{B} ({3}{B}, Return an unblocked attacker you control to hand: Put this card onto the battlefield from your hand tapped and attacking.) Whenever this creature deals combat damage to a player, that player discards two cards.

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3/2

U

```
Choose one --
* Counter target artifact spell.
* Return target artifact to its
owner's hand.
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<div> <div>Steel Sabotage</div> <div>U</div> </div> <div> <div>Instant</div> <div> Choose one -- <ul style="list-style-type: none"> * Counter target artifact spell. * Return target artifact to its owner's hand. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Unexpected Fangs</div> <div>1B</div> </div> <div> <div>Instant</div> <div>Put a +1/+1 counter and a lifelink counter on target creature.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Unexpected Fangs</div> <div>1B</div> </div> <div> <div>Instant</div> <div>Put a +1/+1 counter and a lifelink counter on target creature.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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