

<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Circular Logic</div><div>Instant</div><div>Counter target spell unless its controller pays {1} for each card in your graveyard. Madness {U} (If you discard this card, discard it into exile. When you do, cast it for its madness cost or put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<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>Dispel</div><div><div>U</div></div></div> <div>Instant</div> <div>Counter target instant spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Escape Tunnel</div></div> <div>Land</div> <div><div>{T}</div>, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. <div>{T}</div>, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Escape Tunnel</div></div> <div>Land</div> <div><div>{T}</div>, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. <div>{T}</div>, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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① ②

When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)

0/3

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① ②

When this creature enters, mill three cards. You may put a noncreature, nonland card from among the cards milled this way into your hand. If you don't, put a +1/+1 counter on this creature. (To mill a card, put the top card of your library into your graveyard.)

0/3

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Snow Land -- Plains Island

($\{T\}$: Add $\{W\}$ or $\{U\}$.)
This land enters tapped.

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① U/P

Switch target creature's power and toughness until end of turn.
Draw a card.

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① U/R

Switch target creature's power and toughness until end of turn.
Draw a card.

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①②U/R

Switch target creature's power and toughness until end of turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U/R

Switch target creature's power and toughness until end of turn.
Draw a card.

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W

Choose up to one target artifact or creature card in your graveyard. You get {E}{E} (two energy counters). Then you may pay an amount of {E} equal to that card's mana value. If you do, return it from your graveyard to the battlefield. Cycling {2} ({2}, Discard this card: Draw a card.)

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<div><div>Loran's Escape</div><div>Instant</div><div>Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lórien Revealed</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>{T}: Add {W}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tireless Tribe</div><div>Creature -- Human Nomad</div><div>Discard a card: This creature gets +0/+4 until end of turn.</div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tireless Tribe</div><div>Creature -- Human Nomad</div><div>Discard a card: This creature gets +0/+4 until end of turn.</div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Tireless Tribe</div><div>Creature -- Human Nomad</div><div>Discard a card: This creature gets +0/+4 until end of turn.</div><div>1/1</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> <div>Tireless Tribe</div> <div> <div>W</div> </div> </div> <div> <div>Creature -- Human Nomad</div> <div>Discard a card: This creature gets +0/+4 until end of turn.</div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wedding Invitation</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div>When this artifact enters, draw a card. {T}, Sacrifice this artifact: Target creature can't be blocked this turn. If it's a Vampire, it also gains lifelink until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Whiteout</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>All creatures lose flying until end of turn. Sacrifice a snow land: Return this card from your graveyard to your hand.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Whiteout</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>All creatures lose flying until end of turn. Sacrifice a snow land: Return this card from your graveyard to your hand.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Blue Elemental Blast</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Choose one -- * Counter target red spell. * Destroy target red permanent.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Dispel U <hr/> Instant <hr/> Counter target instant spell. [sideboard]	Echoing Truth 1 U <hr/> Instant <hr/> Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard]	Echoing Truth 1 U <hr/> Instant <hr/> Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands. [sideboard]	Gigadrowse U <hr/> Instant <hr/> 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.) Tap target permanent. [sideboard]
Gigadrowse U <hr/> Instant <hr/> 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.) Tap target permanent. [sideboard]	Gigadrowse U <hr/> Instant <hr/> 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.) Tap target permanent. [sideboard]	Loran's Escape W <hr/> Instant <hr/> Target artifact or creature gains hexproof and indestructible until end of turn. Scry 1. [sideboard]	Murmuring Mystic 3 U <hr/> Creature -- Human Wizard <hr/> Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying. [sideboard]
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>Piracy Charm</div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) * Target creature gets +2/-1 until end of turn. * Target player discards a card. <p>[sideboard]</p> </div> </div> </div>	<div> <div>Piracy Charm</div> <div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> * Target creature gains islandwalk until end of turn. (It can't be blocked as long as defending player controls an Island.) * Target creature gets +2/-1 until end of turn. * Target player discards a card. <p>[sideboard]</p> </div> </div> </div>	<div> <div>Prismatic Strands</div> <div> <div>Instant</div> <div> <p>Prevent all damage that sources of the color of your choice would deal this turn.</p> <p>Flashback--Tap an untapped white creature you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> </div> </div>	
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