

Behold the Multiverse (3)(U)

Instant

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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Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

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Brainstorm (U)

Instant

Draw three cards, then put two cards from your hand on top of your library in any order.

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Campfire (1)

Artifact

{1}, {T}: You gain 2 life.
{2}, {T}, Exile this artifact: Put all commanders you own from the command zone and from your graveyard into your hand. Then shuffle your graveyard into your library.

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Cast Down (1)(B)

Instant

Destroy target nonlegendary creature.

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<div>Counterspell</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Drown in Sorrow</div> <div>Sorcery</div> <div>All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Extract a Confession</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Island</div> <div>Basic Land -- Island</div> <div>({T}: Add {U}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Lórien Revealed (3)(U)(U) <hr/> Sorcery <hr/> 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.)	Lose Focus (1)(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.) Counter target spell unless its controller pays {2}.	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.	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.
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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.	Ponder (U) <hr/> Sorcery <hr/> Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.	Ponder (U) <hr/> Sorcery <hr/> Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.	Ponder (U) <hr/> Sorcery <hr/> Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.
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U

Look at the top three cards of your library, then put them back in any order. You may shuffle.
Draw a card.

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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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Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.
Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)

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Land

{T}: Add {C}.
{T}, Sacrifice this land: Search your library for a basic Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.
Cycling {U}{B}{R} ({U}{B}{R}, Discard this card: Draw a card.)

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3 B

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.

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CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 6/10 - 8 cards - 2.5 x 3.5 in each

<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>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>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>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>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Tolarian Terror</div><div>Creature -- Serpent</div><div>This spell costs {1} less to cast for each instant and sorcery card in your graveyard. 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><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><p>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</p><p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</p></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><p>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</p><p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</p></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Tolarian Terror</div><div>6U</div></div><div>Creature -- Serpent</div><div><p>This spell costs {1} less to cast for each instant and sorcery card in your graveyard.</p><p>Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)</p></div><div><div>5/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Unexpected Fangs</div><div>1B</div></div><div>Instant</div><div><p>Put a +1/+1 counter and a lifelink counter on target creature.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Annul</div><div>U</div></div><div>Instant</div><div><p>Counter target artifact or enchantment spell.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Annul</div><div>U</div></div><div>Instant</div><div><p>Counter target artifact or enchantment spell.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Annul</div><div>U</div></div><div>Instant</div><div><p>Counter target artifact or enchantment spell.</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Drown in Sorrow</div><div>1BB</div></div><div>Sorcery</div><div><p>All creatures get -2/-2 until end of turn. Scry 1. (Look at the top card of your library. You may put that card on the bottom.)</p><p>[sideboard]</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Extract a Confession</div><div>①②</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>①</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's red. * 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>①</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's red. * 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>①</div></div><div>Instant</div><div>Choose one -- * Counter target spell if it's red. * Destroy target permanent if it's red.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div> <div> Trespasser's Curse <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura Curse</div> <div> <div> <div>Enchant player</div> <div>Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.</div> </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Trespasser's Curse <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Enchantment -- Aura Curse</div> <div> <div> <div>Enchant player</div> <div>Whenever a creature enchanted player controls enters, that player loses 1 life and you gain 1 life.</div> </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div> Unexpected Fangs <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <div>Put a +1/+1 counter and a lifelink counter on target creature.</div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	