

Clearwater Pathway Land {T}: Add {U}. ----- BACK FACE ----- Murkwater Pathway Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Land {T}: Add {U}. ----- BACK FACE ----- Murkwater Pathway Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Land {T}: Add {U}. ----- BACK FACE ----- Murkwater Pathway Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Clearwater Pathway Land {T}: Add {U}. ----- BACK FACE ----- Murkwater Pathway Land {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crypt Incursion2B Instant Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crypt Incursion2B Instant Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crypt Incursion2B Instant Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crypt Incursion2B Instant Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fabled Passage Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fraying Sanity Enchantment -- Aura Curse Enchant player At the beginning of each end step, enchanted player mills X cards, where X is the number of cards put into their graveyard from anywhere this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fraying Sanity Enchantment -- Aura Curse Enchant player At the beginning of each end step, enchanted player mills X cards, where X is the number of cards put into their graveyard from anywhere this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Glimpse the Unthinkable (U)(B) Sorcery Target player mills ten cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimpse the Unthinkable (U)(B) Sorcery Target player mills ten cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimpse the Unthinkable (U)(B) Sorcery Target player mills ten cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimpse the Unthinkable (U)(B) Sorcery Target player mills ten cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hedron Crab (U) Creature -- Crab Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Crab (U) Creature -- Crab Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Crab (U) Creature -- Crab Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hedron Crab (U) Creature -- Crab Landfall -- Whenever a land you control enters, target player mills three cards. (They put the top three cards of their library into their graveyard.) 0/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maddening Cacophony 1U Sorcery Kicker {3}{U} Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Maddening Cacophony 1U Sorcery Kicker {3}{U} Each opponent mills eight cards. If this spell was kicked, instead each opponent mills half their library, rounded up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mind Funeral 1UB Sorcery Target opponent reveals cards from the top of their library until four land cards are revealed. That player puts all cards revealed this way into their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Funeral 1UB Sorcery Target opponent reveals cards from the top of their library until four land cards are revealed. That player puts all cards revealed this way into their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Funeral 1UB Sorcery Target opponent reveals cards from the top of their library until four land cards are revealed. That player puts all cards revealed this way into their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Funeral 1UB Sorcery Target opponent reveals cards from the top of their library until four land cards are revealed. That player puts all cards revealed this way into their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mind Sculpt 1U Sorcery Target opponent mills seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Sculpt 1U Sorcery Target opponent mills seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Sculpt 1U Sorcery Target opponent mills seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mind Sculpt 1U Sorcery Target opponent mills seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Obscura Storefront Land When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obscura Storefront Land When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obscura Storefront Land When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Obscura Storefront Land When this land enters, sacrifice it. When you do, search your library for a basic Plains, Island, or Swamp card, put it onto the battlefield tapped, then shuffle and you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Profane Memento① Artifact Whenever a creature card is put into an opponent's graveyard from anywhere, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Profane Memento① Artifact Whenever a creature card is put into an opponent's graveyard from anywhere, you gain 1 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverchurn Monument①④ Artifact {1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.) Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverchurn Monument①④ Artifact {1}, {T}: Any number of target players each mill two cards. (Each of them puts the top two cards of their library into their graveyard.) Exhaust -- {2}{U}{U}, {T}: Any number of target players each mill cards equal to the number of cards in their graveyard. (Activate each exhaust ability only once.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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The Mindskinner U U U Legendary Enchantment Creature -- Nightmare The Mindskinner can't be blocked. If a source you control would deal damage to an opponent, prevent that damage and each opponent mills that many cards. 10/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mindskinner U U U Legendary Enchantment Creature -- Nightmare The Mindskinner can't be blocked. If a source you control would deal damage to an opponent, prevent that damage and each opponent mills that many cards. 10/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mindskinner U U U Legendary Enchantment Creature -- Nightmare The Mindskinner can't be blocked. If a source you control would deal damage to an opponent, prevent that damage and each opponent mills that many cards. 10/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Mindskinner U U U Legendary Enchantment Creature -- Nightmare The Mindskinner can't be blocked. If a source you control would deal damage to an opponent, prevent that damage and each opponent mills that many cards. 10/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thought Scour U Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Scour U Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Scour U Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Scour U Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tome Scour ① Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tome Scour ① Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tome Scour ① Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tome Scour ① Sorcery Target player mills five cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Archive Trap ③①① Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Archive Trap ③①① Instant -- Trap If an opponent searched their library this turn, you may pay {0} rather than pay this spell's mana cost. Target opponent mills thirteen cards. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banishing Knack ① Instant Until end of turn, target creature gains "{T}": Return target nonland permanent to its owner's hand." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Banishing Knack ① Instant Until end of turn, target creature gains "{T}": Return target nonland permanent to its owner's hand." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Banishing Knack ① U Instant Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Banishing Knack ① U Instant Until end of turn, target creature gains "{T}: Return target nonland permanent to its owner's hand." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruel Somnophage ① B Creature -- Nightmare Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards. [sideboard] */* ----- ADVENTURE ----- Can't Wake Up ① U Sorcery -- Adventure Target player mills four cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cruel Somnophage ① B Creature -- Nightmare Cruel Somnophage's power and toughness are each equal to the number of creature cards in all graveyards. [sideboard] */* ----- ADVENTURE ----- Can't Wake Up ① U Sorcery -- Adventure Target player mills four cards. (Then exile this card. You may cast the creature later from exile.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Oboro, Palace in the Clouds Legendary Land {T}: Add {U}. {1}: Return Oboro to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tasha's Hideous Laughter (1)(U)(U) Sorcery Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tasha's Hideous Laughter (1)(U)(U) Sorcery Each opponent exiles cards from the top of their library until that player has exiled cards with total mana value 20 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	