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| <div> <b>Brainstorm</b> <span>U</span> </div> <div> Instant </div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                            | <div> <b>Brainstorm</b> <span>U</span> </div> <div> Instant </div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                        | <div> <b>Brainstorm</b> <span>U</span> </div> <div> Instant </div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                        | <div> <b>Brainstorm</b> <span>U</span> </div> <div> Instant </div> <div> <p>Draw three cards, then put two cards from your hand on top of your library in any order.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                        |
| <div> <b>Brazen Borrower</b> <span>1UU</span> </div> <div> Creature -- Faerie Rogue </div> <div> Flash<br/>Flying<br/>This creature can block only creatures with flying. </div> <div> <div>3/1</div> </div> <div> <div>----- ADVENTURE -----</div> </div> <div> <b>Petty Theft</b> <span>1U</span> </div> <div> Instant -- Adventure </div> <div> <p>Return target nonland permanent an opponent controls to its owner's hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Cori-Steel Cutter</b> <span>1R</span> </div> <div> Artifact -- Equipment </div> <div> Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R} </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Cori-Steel Cutter</b> <span>1R</span> </div> <div> Artifact -- Equipment </div> <div> Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R} </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Cori-Steel Cutter</b> <span>1R</span> </div> <div> Artifact -- Equipment </div> <div> Equipped creature gets +1/+1 and has trample and haste.<br/>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br/>Equip {1}{R} </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <b>Cori-Steel Cutter</b> (1)(R)<br><hr/> Artifact -- Equipment<br><hr/> Equipped creature gets +1/+1 and has trample and haste.<br>Flurry -- Whenever you cast your second spell each turn, create a 1/1 white Monk creature token with prowess. You may attach this Equipment to it. (Whenever you cast a noncreature spell, the token gets +1/+1 until end of turn.)<br>Equip {1}{R} | <b>Daze</b> (1)(U)<br><hr/> Instant<br><hr/> You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br>Counter target spell unless its controller pays {1}.                                                                                                                                                                                | <b>Daze</b> (1)(U)<br><hr/> Instant<br><hr/> You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br>Counter target spell unless its controller pays {1}.                                                                                                                                                                                | <b>Daze</b> (1)(U)<br><hr/> Instant<br><hr/> You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br>Counter target spell unless its controller pays {1}.                                                                                                                                                                                |
| 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                                                                                                                                                                                                                                                                                                                                |
| <b>Daze</b> (1)(U)<br><hr/> Instant<br><hr/> You may return an Island you control to its owner's hand rather than pay this spell's mana cost.<br>Counter target spell unless its controller pays {1}.                                                                                                                                                                                  | <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. | <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. | <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able. |
| 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                                                                                                                                                                                                                                                                                                                                |

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| <b>Dragon's Rage Channeler</b> (R)<br><hr/> Creature -- Human Shaman<br><hr/> Whenever you cast a noncreature spell, surveil 1. (Look at the top card of your library. You may put that card into your graveyard.)<br>Delirium -- As long as there are four or more card types among cards in your graveyard, this creature gets +2/+2, has flying, and attacks each combat if able.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Force of Will</b> (3)(U)(U)<br><hr/> Instant<br><hr/> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br>Counter target spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Force of Will</b> (3)(U)(U)<br><hr/> Instant<br><hr/> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br>Counter target spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Force of Will</b> (3)(U)(U)<br><hr/> Instant<br><hr/> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br>Counter target spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Force of Will</b> (3)(U)(U)<br><hr/> Instant<br><hr/> You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br>Counter target spell.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                   | <b>Island</b><br><hr/> Basic Land -- Island<br><hr/> ({T}: Add {U}.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                              | <b>Lightning Bolt</b> (R)<br><hr/> Instant<br><hr/> Lightning Bolt deals 3 damage to any target.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                  | <b>Lightning Bolt</b> (R)<br><hr/> Instant<br><hr/> Lightning Bolt deals 3 damage to any target.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                  |

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Lightning Bolt deals 3 damage to any target.

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[T], Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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①

[T], Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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①

{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Flying  
This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.  
Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.

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| <div><div><div>Murktide Regent</div><div><div>5</div><div>U</div><div>U</div></div></div><div><div>Creature -- Dragon</div><div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)</div><div>Flying</div><div>This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it.</div><div>Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.</div></div><div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Opera Love Song</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div><div>Choose one --</div><div>* Exile the top two cards of your library. You may play those cards until your next end step.</div><div>* One or two target creatures each get +2/+0 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Opera Love Song</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div><div>Choose one --</div><div>* Exile the top two cards of your library. You may play those cards until your next end step.</div><div>* One or two target creatures each get +2/+0 until end of turn.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Polluted Delta</div></div><div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       |
| <div><div><div>Polluted Delta</div></div><div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                     | <div><div><div>Ponder</div><div><div>U</div></div></div><div><div>Sorcery</div><div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.</div><div>Draw a card.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                | <div><div><div>Ponder</div><div><div>U</div></div></div><div><div>Sorcery</div><div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.</div><div>Draw a card.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                | <div><div><div>Ponder</div><div><div>U</div></div></div><div><div>Sorcery</div><div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.</div><div>Draw a card.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div><div><div><div></div><div><b>Ponder</b></div><div><div>U</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle.<br/>Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>              | <div><div><div><div><div><div></div><div><b>Preordain</b></div><div><div>U</div></div></div></div><div>Sorcery</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Preordain</b></div><div><div>U</div></div></div></div><div>Sorcery</div><div>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.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Scalding Tarn</b></div><div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |
| <div><div><div><div><div><div></div><div><b>Scalding Tarn</b></div><div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Scalding Tarn</b></div><div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                     | <div><div><div><div><div><div></div><div><b>Scalding Tarn</b></div><div></div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                     | <div><div><div><div><div><div></div><div><b>Stifle</b></div><div><div>U</div></div></div></div><div>Instant</div><div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                           |

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| <div><div><div>Stifle</div><div>Instant</div><div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Unholy Heat</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Unholy Heat</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     | <div><div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            | <div><div><div>Volcanic Island</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                            |

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| <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                     | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         |
| <div><div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (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 triggered ability or colorless spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Force of Negation</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Force of Negation</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Grafdigger's Cage</div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div><div><div><div></div><div><b>Grafdigger's Cage</b></div><div>①</div></div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Hydroblast</b></div><div>U</div></div></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></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div><div><div><div></div><div><b>Meltdown</b></div><div>X R</div></div></div><div><div>Sorcery</div><div>Destroy each artifact with mana value X or less.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div><div><div><div></div><div><b>Null Rod</b></div><div>②</div></div></div><div><div>Artifact</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                |
| <div><div><div><div><div><div></div><div><b>Price of Progress</b></div><div>① R</div></div></div><div><div>Instant</div><div>Price of Progress deals damage to each player equal to twice the number of nonbasic lands that player controls.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    | <div><div><div><div><div><div></div><div><b>Pyroblast</b></div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Pyroblast</b></div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Pyroblast</b></div><div>R</div></div></div><div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div>Suplex<span>①R</span></div> <div>Sorcery</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Suplex deals 3 damage to target creature. If that creature would die this turn, exile it instead.</li> <li>* Exile target artifact.</li> </ul> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unable to Scream<span>①U</span></div> <div>Enchantment -- Aura</div> <div> <p>Enchant creature</p> <p>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.</p> <p>As long as enchanted creature is face down, it can't be turned face up.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Unlicensed Hearse<span>②</span></div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <p>[sideboard]</p> </div> <div> <div> <div>*/*</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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