

Blink of an Eye 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blink of an Eye 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blink of an Eye 1U Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Out 3W Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cast Out 3W Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Out 3W Enchantment Flash When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. Cycling {W} ({W}), Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Commit 3U Instant Put target spell or nonland permanent into its owner's library second from the top. ----- AFTERMATH HALF ----- Memory 4UU Sorcery Aftermath (Cast this spell only from your graveyard. Then exile it.) Each player shuffles their hand and graveyard into their library, then draws seven cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disallow 1UUU Instant Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fumigate 3 W W Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gideon of the Trials 1 W W Legendary Planeswalker -- Gideon [+1]: Until your next turn, prevent all damage target permanent would deal. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: You get an emblem with "As long as you control a Gideon planeswalker, you can't lose the game and your opponents can't win the game." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island Basic Land -- Island {T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meandering River Land This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meandering River Land This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Meandering River Land This land enters tapped. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Memorial to Genius Land This land enters tapped. {T}: Add {U}. {4}{U}, {T}, Sacrifice this land: Draw two cards. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Pull from TomorrowXUU Instant Draw X cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pull from TomorrowXUU Instant Draw X cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal Away1W Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seal Away1W Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Seal Away 1W Enchantment Flash When this enchantment enters, exile target tapped creature an opponent controls until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search for Azcanta 1U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search for Azcanta 1U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Settle the Wreckage 2WW Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Settle the Wreckage 2WW Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Settle the Wreckage 2WW Instant Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syncopate XU Instant Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syncopate XU Instant Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Teferi, Hero of Dominaria 3WU Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Hero of Dominaria 3WU Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Hero of Dominaria 3WU Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Hero of Dominaria 3WU Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aether Meltdown 1U Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature or Vehicle When this Aura enters, you get {E}{E} (two energy counters). Enchanted creature gets -4/-0. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the Consuls W Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fumigate 3WW Sorcery Destroy all creatures. You gain 1 life for each creature destroyed this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gideon of the Trials 1WW Legendary Planeswalker -- Gideon [+1]: Until your next turn, prevent all damage target permanent would deal. [0]: Until end of turn, Gideon becomes a 4/4 Human Soldier creature with indestructible that's still a planeswalker. Prevent all damage that would be dealt to him this turn. [0]: You get an emblem with "As long as you control a Gideon planeswalker, you can't lose the game and your opponents can't win the game." [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	History of Benalia 1WW Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I, II -- Create a 2/2 white Knight creature token with vigilance. III -- Knights you control get +2/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Invoke the Divine 2W Instant Destroy target artifact or enchantment. You gain 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Invoke the Divine 2W Instant Destroy target artifact or enchantment. You gain 4 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate 1U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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