

Absorb W U U Instant Counter target spell. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Absorb W U U Instant Counter target spell. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Absorb W U U Instant Counter target spell. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Absorb W U U Instant Counter target spell. You gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cast Down 1 B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cast Down 1 B Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chemister's Insight 3 U Instant Draw two cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chemister's Insight 3 U Instant Draw two cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chemister's Insight (3)(U) Instant Draw two cards. Jump-start (You may cast this card from your graveyard by discarding a card in addition to paying its other costs. Then exile this card.)	Cry of the Carnarium (1)(B)(B) Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead.	Despark (W)(B) Instant Exile target permanent with mana value 4 or greater.	Dovin's Veto (W)(U) Instant This spell can't be countered. Counter target noncreature spell.
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Dovin's Veto (W)(U) Instant This spell can't be countered. Counter target noncreature spell.	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}.	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}.	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}.
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Drowned Catacomb

Land

This land enters tapped unless you control an Island or a Swamp.
{T}: Add {U} or {B}.

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Glacial Fortress

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {W} or {U}.

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Godless Shrine

Land -- Plains Swamp

(**{T}**: Add **{W}** or **{B}**.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Godless Shrine Land -- Plains Swamp ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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① W B

When Oath of Kaya enters, it deals 3 damage to any target and you gain 3 life.

Whenever an opponent attacks a planeswalker you control with one or more creatures, Oath of Kaya deals 2 damage to that player and you gain 2 life.

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① ② U

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 - - -

(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.

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$$(\{T\}: \text{Add } \{B\}.)$$

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3 W U

[+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

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L 4

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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

① W U

Each opponent can cast spells only any time they could cast a sorcery

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

L 4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Target opponent reveals their hand.
You choose a nonland card from it.
That player discards that card.
Surveil 1. (Look at the top card of
your library. You may put it into
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2 B B

Exile target creature or planeswalker. You gain 2 life.

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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.

Watery Grave

Land -- Island Swamp

($\{T\}$: Add $\{U\}$ or $\{B\}$.)
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Cry of the Carnarium (1)(B)(B)

Sorcery

All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead.

[sidebar]

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Despark

Instant

Exile target permanent with mana value 4 or greater.

[sidebar]

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Dovin's Veto

Instant

This spell can't be countered.
Counter target noncreature spell.

[sidebar]

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Duress

Sorcerv

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

[sideboard]

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Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enter the God-Eternals 2 U U B Sorcery Enter the God-Eternals deals 4 damage to target creature and you gain life equal to the damage dealt this way. Target player mills four cards. Amass Zombies 4. (Put four +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hostage Taker 2 U B Creature -- Human Pirate When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td></td></td></td>	Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td></td></td>	Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td></td>	