

Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brainstorm Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Counterspell Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cunning Wish Instant You may reveal an instant card you own from outside the game and put it into your hand. Exile Cunning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cunning Wish Instant You may reveal an instant card you own from outside the game and put it into your hand. Exile Cunning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cunning Wish Instant You may reveal an instant card you own from outside the game and put it into your hand. Exile Cunning Wish. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

High Tide Instant Until end of turn, whenever a player taps an Island for mana, that player adds an additional {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Tide Instant Until end of turn, whenever a player taps an Island for mana, that player adds an additional {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	High Tide Instant Until end of turn, whenever a player taps an Island for mana, that player adds an additional {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Intuition Instant Search your library for three cards and reveal them. Target opponent chooses one. Put that card into your hand and the rest into your graveyard. Then shuffle. 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

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Merchant Scroll 1 U Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merchant Scroll 1 U Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merchant Scroll 1 U Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merchant Scroll 1 U Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Misty Rainforest Land {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pact of Negation 0 Instant Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder U Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Scalding Tarn Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Time Spiral 4UU Sorcery Exile Time Spiral. Each player shuffles their hand and graveyard into their library, then draws seven cards. You untap up to six lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Time Spiral 4UU Sorcery Exile Time Spiral. Each player shuffles their hand and graveyard into their library, then draws seven cards. You untap up to six lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Time Spiral 4UU Sorcery Exile Time Spiral. Each player shuffles their hand and graveyard into their library, then draws seven cards. You untap up to six lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Blue Sun's Zenith XUUU Instant Target player draws X cards. Shuffle Blue Sun's Zenith into its owner's library. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Brain Freeze 1U Instant Target player mills three cards. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grafdigger's Cage 1 Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hurkyl's Recall

Instant

Return all artifacts target player owns to their hand.

[sidebar]

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Mindbreak Trap

Instant - - Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.

Exile any number of target spells.

[sidebar]

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Pact of Negation

Instant

Counter target spell.
At the beginning of your next upkeep, pay $\{3\}\{U\}\{U\}$. If you don't, you lose the game.

[sidebar]

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Pact of Negation

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Counter target spell.
At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snap

Instant

Return target creature to its owner's hand. Untap up to two lands.

[sidebar]

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Submerge

Instant

If an opponent controls a Forest and you control an Island, you may cast this spell without paying its mana cost.

Put target creature on top of its owner's library.

[sidebar]

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Surgical Extraction

Instant

{B/P} can be paid with either {B} or 2 life.)
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

[sidebar]

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Teferi's Realm

World Enchantment

At the beginning of each player's upkeep, that player chooses artifact, creature, land, or non-Aura enchantment. All nontoken permanents of that type phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi's Realm 1 U U World Enchantment At the beginning of each player's upkeep, that player chooses artifact, creature, land, or non-Aura enchantment. All nontoken permanents of that type phase out. (While they're phased out, they're treated as though they don't exist. Each one phases in before its controller untaps during their next untap step.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Turnabout 2 U U Instant Choose artifact, creature, or land. Tap all untapped permanents of the chosen type target player controls, or untap all tapped permanents of that type that player controls. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wipe Away 1 U U Instant Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Return target permanent to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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