

Consider Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Delver of Secrets Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delver of Secrets Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delver of Secrets Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delver of Secrets Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Scatter 1 U Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Essence Scatter 1 U Instant Counter target creature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fading Hope U Instant Return target creature to its owner's hand. If its mana value was 3 or less, scry 1. (Look at the top card of your library. You may put that card on the bottom.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Make Disappear Instant Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Make Disappear Instant Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Negate Instant Counter target noncreature spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Slip Out the Back Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Slip Out the Back Instant Put a +1/+1 counter on target creature. It phases out. (Treat it and anything attached to it as though they don't exist until its controller's next turn.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Pierce Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thirst for Discovery Instant Draw three cards. Then discard two cards unless you discard a basic land card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thirst for Discovery Instant Draw three cards. Then discard two cards unless you discard a basic land card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thirst for Discovery Instant Draw three cards. Then discard two cards unless you discard a basic land card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thirst for Discovery Instant Draw three cards. Then discard two cards unless you discard a basic land card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tolarian Terror 6U Creature -- Serpent This spell costs {1} less to cast for each instant and sorcery card in your graveyard. Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Pithing Needle 1 Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Pithing Needle 1 Artifact As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shore Up U Instant Target creature you control gets +1/+1 and gains hexproof until end of turn. Untap it. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suspicious Stowaway 1U Creature -- Human Rogue Werewolf This creature can't be blocked. Whenever this creature deals combat damage to a player, draw a card, then discard a card. Daybound (If a player casts no spells during their own turn, it becomes night next turn.) [sideboard] 1/1 ----- BACK FACE ----- Seafaring Werewolf Creature -- Werewolf This creature can't be blocked. Whenever this creature deals combat damage to a player, draw a card. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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