

① ②

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 PLAY botbox.dev

1 B

Destroy target nonlegendary creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Destroy target nonlegendary creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U/B

Surveil 2, then draw a card. (To surveil 2, look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

 RIGHT HALF

③ ④ ⑤

Each opponent returns a nonland permanent they control with the greatest mana value among permanents they control to its owner's hand, then discards a card.

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① U/B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this enchantment enters, you draw a card and each opponent discards a card.

Whenever you surveil, return this enchantment to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disinformation Campaign 1 U B Enchantment When this enchantment enters, you draw a card and each opponent discards a card. Whenever you surveil, return this enchantment to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disinformation Campaign 1 U B Enchantment When this enchantment enters, you draw a card and each opponent discards a card. Whenever you surveil, return this enchantment to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dream Eater 4 U U Creature -- Nightmare Sphinx Flash Flying When this creature enters, surveil 4. When you do, you may return target nonland permanent an opponent controls to its owner's hand. (To surveil 4, look at the top four cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dream Eater 4 U U Creature -- Nightmare Sphinx Flash Flying When this creature enters, surveil 4. When you do, you may return target nonland permanent an opponent controls to its owner's hand. (To surveil 4, look at the top four cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. 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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Moment of Craving 1 B Instant Target creature gets -2/-2 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Moment of Craving 1 B Instant Target creature gets -2/-2 until end of turn. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ritual of Soot 2 B B Sorcery Destroy all creatures with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ritual of Soot 2 B B Sorcery Destroy all creatures with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ritual of Soot 2 B B Sorcery Destroy all creatures with mana value 3 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Search for Azcanta 1 U 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 PLAY botbox.dev	Search for Azcanta 1 U 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 PLAY botbox.dev	Sinister Sabotage 1 U U Instant Counter target spell. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Syncopate 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	Tezzeret, Artifice Master Legendary Planeswalker -- Tezzeret [+1]: Create a 1/1 colorless Thopter artifact creature token with flying. [0]: Draw a card. If you control three or more artifacts, draw two cards instead. [-9]: You get an emblem with "At the beginning of your end step, search your library for a permanent card, put it onto the battlefield, then shuffle." L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Eldest Reborn Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Each opponent sacrifices a creature or planeswalker of their choice. II -- Each opponent discards a card. III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Eldest Reborn Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Each opponent sacrifices a creature or planeswalker of their choice. II -- Each opponent discards a card. III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

The Eldest Reborn ④②B Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- Each opponent sacrifices a creature or planeswalker of their choice. II -- Each opponent discards a card. III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Erasure ①UB Sorcery 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 your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Erasure ①UB Sorcery 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 your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thought Erasure ①UB Sorcery 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 your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Cast Down Instant Destroy target nonlegendary creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cast Down Instant Destroy target nonlegendary creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disinformation Campaign Enchantment When this enchantment enters, you draw a card and each opponent discards a card. Whenever you surveil, return this enchantment to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Fungal Infection B Instant Target creature gets -1/-1 until end of turn. Create a 1/1 green Saproling creature token. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Golden Demise 1 B B Sorcery Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golden Demise 1 B B Sorcery Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golden Demise 1 B B Sorcery Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.) All creatures get -2/-2 until end of turn. If you have the city's blessing, instead only creatures your opponents control get -2/-2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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

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