

<div><div>Archmage's Charm</div><div>Instant</div><div>Choose one -- * Counter target spell. * Target player draws two cards. * Gain control of target nonland permanent with mana value 1 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Archmage's Charm</div><div>Instant</div><div>Choose one -- * Counter target spell. * Target player draws two cards. * Gain control of target nonland permanent with mana value 1 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Archmage's Charm</div><div>Instant</div><div>Choose one -- * Counter target spell. * Target player draws two cards. * Gain control of target nonland permanent with mana value 1 or less.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div><div><div><div></div><div>Drown in the Loch</div><div><div><div>U</div><div>B</div></div></div></div><div><div>Instant</div><div>Choose one -- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard. * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Fatal Push</div><div><div><div>B</div></div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Fatal Push</div><div><div><div>B</div></div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div><div><div><div></div><div>Fatal Push</div><div><div><div>B</div></div></div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
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<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Negation ①UU</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Negation ①UU</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Negation ①UU</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Minamo, School at Water's Edge <hr/> Legendary Land <hr/> {T}: Add {U}. {U}, {T}: Untap target legendary permanent.	Murktide Regent (5)(U)(U) <hr/> Creature -- Dragon <hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Flying This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.	Murktide Regent (5)(U)(U) <hr/> Creature -- Dragon <hr/> Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Flying This creature enters with a +1/+1 counter on it for each instant and sorcery card exiled with it. Whenever an instant or sorcery card leaves your graveyard, put a +1/+1 counter on this creature.	Orcish Bowmasters (1)(B) <hr/> Creature -- Orc Archer <hr/> Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Polluted Delta</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Preordain</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<p>Psychic Frog (U)(B)</p> <p>Creature -- Frog</p> <p>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Psychic Frog (U)(B)</p> <p>Creature -- Frog</p> <p>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Psychic Frog (U)(B)</p> <p>Creature -- Frog</p> <p>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Psychic Frog (U)(B)</p> <p>Creature -- Frog</p> <p>Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Sheoldred, the Apocalypse (2)(B)(B)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sheoldred, the Apocalypse (2)(B)(B)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life.</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Sink into Stupor (1)(U)(U)</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- - - - BACK FACE - - -</p> <p>Soporific Springs</p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Spell Snare (U)</p> <p>Instant</p> <p>Counter target spell with mana value 2.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

U

Counter target spell with mana value 2.

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Land

$\{T\}$: Add $\{C\}$.
 $\{U/B\}$, $\{T\}$: Add $\{U\}\{U\}$, $\{U\}\{B\}$, or
 $\{B\}\{B\}$.

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Basic Land - - Swamp

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

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④

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

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{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

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Undercity Sewers

Land -- Island Swamp

(**{T}**: Add **{U}** or **{B}**.)
This land enters tapped.
When this land enters, 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

<p>Undercity Sewers</p> <p>Land -- Island Swamp</p> <p> ({T}: Add {U} or {B}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Watery Grave</p> <p>Land -- Island Swamp</p> <p> ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Watery Grave</p> <p>Land -- Island Swamp</p> <p> ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Watery Grave</p> <p>Land -- Island Swamp</p> <p> ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Consign to Memory U</p> <p>Instant</p> <p> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. </p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Consign to Memory U</p> <p>Instant</p> <p> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. </p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Consign to Memory U</p> <p>Instant</p> <p> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. </p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Dress Down 1 U</p> <p>Enchantment</p> <p> Flash When this enchantment enters, draw a card. Creatures lose all abilities. At the beginning of the end step, sacrifice this enchantment. </p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

<div> Dress Down <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Enchantment</div> <div>Flash</div> <div>When this enchantment enters, draw a card.</div> <div>Creatures lose all abilities.</div> <div>At the beginning of the end step, sacrifice this enchantment.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Force of Negation <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost.</div> <div>Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Nihil Spellbomb <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div> <div>When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Sheoldred's Edict <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Instant</div> <div>Choose one --</div> <div>* Each opponent sacrifices a nontoken creature of their choice.</div> <div>* Each opponent sacrifices a creature token of their choice.</div> <div>* Each opponent sacrifices a planeswalker of their choice.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Subtlety <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoked--Exile a blue card from your hand.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Subtlety <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoked--Exile a blue card from your hand.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tamiyo, Inquisitive Student <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div> Tamiyo, Inquisitive Student <div>Card</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Tamiyo, Inquisitive Student <div>Card</div> <div>[sideboard]</div> <div>----- OTHER FACE -----</div> <div> Tamiyo, Inquisitive Student <div>Card</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

2 B

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]



PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev