

<div><div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consider</div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Counterspell</div><div>Instant</div><div>Counter target spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {U} or {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Drown in the LochUB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Drown in the LochUB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fatal PushB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fatal PushB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fatal PushB</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Fatal Push</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Flooded Strand</div></div> <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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Force of Negation</div><div>1UU</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. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div> <div>Misty Rainforest</div> <div>Land</div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle. </div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Murktide Regent</div> <div> 5 U U </div> <div>Creature -- Dragon</div> <div> 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. </div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Murktide Regent</div> <div> 5 U U </div> <div>Creature -- Dragon</div> <div> 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. </div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Murktide Regent</div> <div> 5 U U </div> <div>Creature -- Dragon</div> <div> 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. </div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div>Orcish Bowmasters</div> <div> 1 B </div> <div>Creature -- Orc Archer</div> <div> 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. </div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Orcish Bowmasters</div> <div> 1 B </div> <div>Creature -- Orc Archer</div> <div> 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. </div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Orcish Bowmasters</div> <div> 1 B </div> <div>Creature -- Orc Archer</div> <div> 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. </div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Orcish Bowmasters</div> <div> 1 B </div> <div>Creature -- Orc Archer</div> <div> 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. </div> <div>1/1</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.

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U

Sorcery

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Sorcery

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.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Creature -- Frog

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.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U B

Creature -- Frog

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.
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Choose an opponent. They look at the top four cards of your library and separate them into a face-down pile and a face-up pile. Put one pile into your hand and the other into your graveyard. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U B

Choose an opponent. They look at the top four cards of your library and separate them into a face-down pile and a face-up pile. Put one pile into your hand and the other into your graveyard. The Ring tempts you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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 PLAY botbox.dev

{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 PLAY botbox.dev

{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 PLAY botbox.dev

①②

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Flash
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

2/1

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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

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target noncreature spell
unless its controller pays {2}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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Counter target spell with mana value
2.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U U

Flash
Flying
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.
Evoke--Exile a blue card from your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③ ④

Flash
Flying
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.
Evoke--Exile a blue card from your hand.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div> ({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.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Undercity Sewers</div> <div>Land -- Island Swamp</div> <div> ({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.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div> ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Watery Grave</div> <div>Land -- Island Swamp</div> <div> ({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div>Break the Ice</div> <div> Sorcery <div> <div>B</div> <div>B</div> </div> </div> <div> Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Break the Ice</div> <div> Sorcery <div> <div>B</div> <div>B</div> </div> </div> <div> Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Break the Ice</div> <div> Sorcery <div> <div>B</div> <div>B</div> </div> </div> <div> Destroy target land that is snow or could produce {C}. Overload {4}{B}{B} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.") </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Consign to Memory</div> <div> Instant <div> <div>U</div> </div> </div> <div> 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. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

Consign to Memory ^U <hr/> Instant <hr/> 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. [sideboard]	Consign to Memory ^U <hr/> Instant <hr/> 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. [sideboard]	Disruptor Flute ² <hr/> Artifact <hr/> Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard]	Force of Negation ^{1U} <hr/> Instant <hr/> 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. [sideboard]
Soul-Guide Lantern ¹ <hr/> Artifact <hr/> When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. [sideboard]	Spell Snare ^U <hr/> Instant <hr/> Counter target spell with mana value 2. [sideboard]	Stern Scolding ^U <hr/> Instant <hr/> Counter target creature spell with power or toughness 2 or less. [sideboard]	Stern Scolding ^U <hr/> Instant <hr/> Counter target creature spell with power or toughness 2 or less. [sideboard]
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> Subtlety <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div> Creature -- Elemental Incarnation </div> <div> Flash Flying 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. Evoke--Exile a blue card from your hand. [sideboard] </div> <div> <div>3/3</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	<div> <div> Surgical Extraction <div> <div>BP</div> </div> </div> <div> <div> Instant </div> <div> ({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. [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	<div> <div> Toxic Deluge <div> <div>2</div> <div>B</div> </div> </div> <div> <div> Sorcery </div> <div> As an additional cost to cast this spell, pay X life. All creatures get -X/-X until end of turn. [sideboard] </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	

Playtest cards - logixchen - Modern (Modern League)

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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.

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