

Archmage's Charm U U U Instant Choose one -- * Counter target spell. * Target player draws two cards. * Gain control of target nonland permanent with mana value 1 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brain Freeze 1 U 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brainstorm U Instant Draw three cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brainsurge 2 U Instant Draw four cards, then put two cards from your hand on top of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Candelabra of Tawnos 1 Artifact {X}, {T}: Untap X target lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Confounding Riddle 2 U Instant Choose one -- * Look at the top four cards of your library. Put one of them into your hand and the rest into your graveyard. * Counter target spell unless its controller pays {4}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider U 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	Counterspell U U Instant Counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

Choose two --

- * Counter target spell.
- * Return target permanent to its owner's hand.
- * Tap all creatures your opponents control.
- * Draw a card.

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Instant

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.)
Draw a card.

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Instant

Target creature gets -3/-0 until end of turn.

Transmute {1}{U}{U} ({1}{U}{U}, Discard this card: Search your library for a card with the same mana value as this card, reveal it, put it into your hand, then shuffle. Transmute only as a sorcery.)

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Instant

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Choose one --
* Tap target permanent.
* Untap target permanent.
Entwine {1} (Choose both if you pay
the entwine cost.)
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Instant

Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.

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Sorcerv

Creatures and lands target opponent controls don't untap during their next untap step.

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Artifact

Imprint -- When this artifact enters, you may exile target land you control. Whenever a land with the same name as the exiled card is tapped for mana, its controller adds one mana of any type that land produced.

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Land

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

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3 U U

You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.
Counter target spell.

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U

Counter target spell unless its controller pays {1}.

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Draw two cards, then discard two cards. Untap up to three lands.

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U

Replicate {U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Tap target permanent.

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UP

({U/P} can be paid with either {U}
 or 2 life.)
 Look at target player's hand.
 Draw a card.

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You may tap or untap target permanent, then you may tap or untap another target permanent.

Cipher (Then you may exile this spell card encoded on a creature you control. Whenever that creature deals combat damage to a player, its controller may cast a copy of the encoded card without paying its mana cost.)

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U

Until end of turn, whenever a player taps an Island for mana, that player adds an additional {U}.

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Look at the top four cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order.

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Into the Flood Maw Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Lórien Revealed (3)(U)(U) Sorcery Draw three cards. Islandcycling {1} ({1}, Discard this card: Search your library for an Island card, reveal it, put it into your hand, then shuffle.)	Lose Focus (1)(U) Instant Replicate {U} (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 spell unless its controller pays {2}.	Mana Leak (1)(U) Instant Counter target spell unless its controller pays {3}.	Mana Short (2)(U) Instant Tap all lands target player controls and that player loses all unspent mana.
Memory Deluge (2)(U)(U) Instant Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order. Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Mental Misstep (UP) Instant ({U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1.	Mental Note (U) Instant Mill two cards. Draw a card.	Merchant Scroll (1)(U) Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle.
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Misdirection 3 U U Instant You may exile a blue card from your hand rather than pay this spell's mana cost. Change the target of target spell with a single target. 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	Moment of Truth 1 U Instant Look at the top three cards of your library. Put one of those cards into your hand, one into your graveyard, and one on the bottom of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mystical Dispute 2 U Instant This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mystic Sanctuary Land -- Island {T}: Add {U}.) This land enters tapped unless you control three or more other Islands. When this land enters untapped, you may put target instant or sorcery card from your graveyard on top of your library. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Opt U Instant Scry 1. (Look at the top card of your library. You may put that card on the bottom.) Draw a card. 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	Peek U Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorcery

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Instant

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Instant

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Artifact

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Land

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Sorcery

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① U U

Return target spell or nonland permanent an opponent controls to its owner's hand.

- - - BACK FACE - - -

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.

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U

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

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

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②③

Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle.

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② ③

When this creature enters, you may search your library for an instant or sorcery card with mana value 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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U

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Counter target spell with mana value
2.
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Counter target creature spell with power or toughness 2 or less.

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Counter target activated or triggered ability. (Mana abilities can't be targeted.)

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Stock Up 2 U Sorcery Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Subtlety 2 U U Creature -- Elemental Incarnation 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Suspend U Instant Exile target creature and put two time counters on it. If it doesn't have suspend, it gains suspend. (At the beginning of its owner's upkeep, they remove a time counter. When the last is removed, they may play it without paying its mana cost. If it's a creature, it has haste.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tale's End 1 U Instant Counter target activated ability, triggered ability, or legendary spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Thought Scour U Instant Target player mills two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Twiddle U Instant You may tap or untap target artifact, creature, or land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Unsubstantiate 1 U Instant Return target spell or creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unwind 2 U Instant Counter target noncreature spell. Untap up to three lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wash Away U Instant Cleave {1}{U}{U} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.) Counter target spell [that wasn't cast from its owner's hand]. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Lier, Disciple of the Drowned 3 U U Legendary Creature -- Human Wizard Spells can't be countered. Each instant and sorcery card in your graveyard has flashback. The flashback cost is equal to that card's mana cost. 3/4 [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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