

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.	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.)	Brainstorm (U) Instant Draw three cards, then put two cards from your hand on top of your library in any order.	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	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Candelabra of Tawnos (1) Artifact {X}, {T}: Untap X target lands.	Chain of Vapor (U) Instant Return target nonland permanent to its owner's hand. Then that permanent's controller may sacrifice a land of their choice. If the player does, they may copy this spell and may choose a new target for that copy.	Consider (U) Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card.	Counterspell (U)(U) Instant Counter target spell.
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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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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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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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Choose one --
* Tap target permanent.
* Untap target permanent.
Entwine {1} (Choose both if you pay
the entwine cost.)
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Defender (This creature can't attack.)
Flying
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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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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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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{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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Force of Will (3)(U)(U) Instant You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost. Counter target spell.	Force Spike (U) Instant Counter target spell unless its controller pays {1}.	Frantic Search (2)(U) Instant Draw two cards, then discard two cards. Untap up to three lands.	Gigadrowse (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.) Tap target permanent.
Gitaxian Probe (UP) Sorcery ({U/P} can be paid with either {U} or 2 life.) Look at target player's hand. Draw a card.	Hidden Strings (1)(U) Sorcery 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.)	High Tide (U) Instant Until end of turn, whenever a player taps an Island for mana, that player adds an additional {U}.	Impulse (1)(U) Instant 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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Intuition 2 U 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	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Leak 1 U Instant Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mana Short 2 U Instant Tap all lands target player controls and that player loses all unspent mana. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Memory Lapse 1 U Instant Counter target spell. If that spell is countered this way, put it on top of its owner's library instead of into that player's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mental Misstep UP Instant ({U/P} can be paid with either {U} or 2 life.) Counter target spell with mana value 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mental Note U Instant Mill two cards. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Merchant Scroll 1 U Sorcery Search your library for a blue instant card, reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misdirection 3UU 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 PLAYbotbox.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 PLAYbotbox.dev	Moment of Truth 1U 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 PLAYbotbox.dev	Muddle the Mixture UU Instant Counter target instant or sorcery spell. 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mystical Dispute 2U 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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev

Peek Instant Look at target player's hand. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Personal Tutor Sorcery Search your library for a sorcery card, reveal it, then shuffle and put that card on top. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land {T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ponder Sorcery Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Preordain 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	Remand Instant Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rewind Instant Counter target spell. Untap up to four lands. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sapphire Medallion Artifact Blue spells you cast cost {1} less to cast. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scalding Tarn

Land

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

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Serum Visions

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Sorcery

Draw a card. Scry 2.

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Sleight of Hand

U

Sorcery

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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Snap

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Instant

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

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Snow-Covered Island

Basic Snow Land -- Island

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

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Basic Snow Land -- Island

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Spellseeker2U Creature -- Human Wizard 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell SnareU Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stern ScoldingU Instant Counter target creature spell with power or toughness 2 or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	StifleU Instant Counter target activated or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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.

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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

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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.)

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Counter target activated ability, triggered ability, or legendary spell.

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Target player mills two cards.
Draw a card.

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U

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.

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2 U U

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.

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U

You may tap or untap target artifact, creature, or land.

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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 3/4 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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