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

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Draw three cards, then put two cards from your hand on top of your library in any order.

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Combat Tutorial {2}{U}

Sorcery

Target player draws two cards. Put a +1/+1 counter on up to one target creature you control.

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Target player draws two cards. Put a +1/+1 counter on up to one target creature you control.

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.

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Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

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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

Playtest cards - TebuX - Mono Blue Terror (Salchipauper) sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

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Deem Inferior {3}{U}

Sorcery

This spell costs {1} less to cast for each card you've drawn this turn.
The owner of target nonland permanent puts it into their library second from the top or on the bottom.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This spell costs {1} less to cast for each card you've drawn this turn.
The owner of target nonland permanent puts it into their library second from the top or on the bottom.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delver of Secrets {U}

Creature -- Human Wizard

At the beginning of your upkeep, look at the top card of your library. You may reveal that card. If an instant or sorcery card is revealed this way, transform this creature.

1/1

- - - BACK FACE - - -

Insectile Aberration

Creature -- Human Insect

Flying

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Delver of Secrets (U)

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1/1

- - - BACK FACE - - -

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Creature -- Human Insect

Flying

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Desert

Land -- Desert

{T}: Add {C}.
{T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dispel (U)

Instant

Counter target instant spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enter the Enigma (U)

Sorcery

Target creature can't be blocked this turn.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force Spike (U)

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Illvoi Operative {1}{U}

Creature -- Jellyfish Rogue

Whenever you cast your second spell each turn, put a +1/+1 counter on this creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

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Basic Land -- Island

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Playtest cards - TebuX - Mono Blue Terror (Salchipauper) sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lonely Sandbar

Land

This land enters tapped.
{T}: Add {U}.
Cycling {U} ({U}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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This land enters tapped.
{T}: Add {U}.
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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 Leak {1}{U}

Instant

Counter target spell unless its controller pays {3}.

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

Ponder {U}

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

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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

Skyward Spider {W/U}{W/U}

Creature -- Spider Human Hero

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
This creature has flying as long as it's modified. (Equipment, Auras you control, and counters are modifications.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thought Scour {U}

Instant

Target player mills two cards.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tolarian Terror {6}{U}

Creature -- Serpent

This spell costs {1} less to cast for each instant and sorcery card in your graveyard.
Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

5/5

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Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unstable Experiment {1}{U}

Instant

Target player draws a card, then up to one target creature you control connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TebuX - Mono Blue Terror (Salchipauper) sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Unstable Experiment 1U

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Unstable Experiment 1U

Instant

Target player draws a card, then up to one target creature you control connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on that creature.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unsummon U

Instant

Return target creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul U

Instant

Counter target artifact or enchantment spell.

[sideboard]

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Counter target artifact or enchantment spell.

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Playtest cards - TebuX - Mono Blue Terror (Salchipauper) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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Flash Flood {U}

Instant

Choose one --
* Destroy target red permanent.
* Return target Mountain to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hydroblast {U}

Instant

Choose one --
* Counter target spell if it's red.
* Destroy target permanent if it's red.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Illvoi Light Jammer {1}{U}

Artifact -- Equipment

Flash
When this Equipment enters, attach it to target creature you control. That creature gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)
Equipped creature gets +1/+2.
Equip {3}

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inaction Injunction {1}{U}

Sorcery

Detain target creature an opponent controls. (Until your next turn, that creature can't attack or block and its activated abilities can't be activated.)
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Outwit {U}

Instant

Counter target spell that targets a player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Send to Sleep {1}{U}

Instant

Tap up to two target creatures.
Spell mastery -- If there are two or more instant and/or sorcery cards in your graveyard, those creatures don't untap during their controllers' next untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silent Departure {U}

Sorcery

Return target creature to its owner's hand.
Flashback {4}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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Silent Departure (U)

Sorcery

Return target creature to its owner's hand.
Flashback {4}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel Sabotage (U)

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steel Sabotage (U)

Instant

Choose one --
* Counter target artifact spell.
* Return target artifact to its owner's hand.

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