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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Brainsurge (2)(U)

Instant

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

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Playtest cards - Buzzie, Daniel - Legacy ($1K Legacy - SCG CON Baltimore - Friday - 10:30 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.

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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Draw a card.

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Cunning Wish (2)(U)

Instant

You may reveal an instant card you own from outside the game and put it into your hand. Exile Cunning Wish.

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Cunning Wish (2)(U)

Instant

You may reveal an instant card you own from outside the game and put it into your hand. Exile Cunning Wish.

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Cunning Wish (2)(U)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Will {3}{U}{U}

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

High Tide {U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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High Tide {U}

Instant

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Buzzie, Daniel - Legacy ($1K Legacy - SCG CON Baltimore - Friday - 10:30 sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meditate (2)(U)

Instant

Draw four cards. You skip your next turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meditate (2)(U)

Instant

Draw four cards. You skip your next turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Buzzie, Daniel - Legacy ($1K Legacy - SCG CON Baltimore - Friday - 10:30 sheet 5/10 - 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.

Meditate (2)(U)

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Draw four cards. You skip your next turn.

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Meditate (2)(U)

Instant

Draw four cards. You skip your next turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mission Briefing (U)(U)

Instant

Surveil 2, then choose an instant or sorcery card in your graveyard. You may cast it this turn. If that spell would be put into your graveyard, exile it instead. (To 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Reset (U)(U)

Instant

Cast this spell only during an opponent's turn after their upkeep step.
Untap all lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Cast this spell only during an opponent's turn after their upkeep step.
Untap all lands you control.

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Reset (U)(U)

Instant

Cast this spell only during an opponent's turn after their upkeep step.
Untap all lands you control.

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.

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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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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.

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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 PLAY botbox.dev

Blue Sun's Zenith (X)(U)(U)(U)

Instant

Target player draws X cards. Shuffle Blue Sun's Zenith into its owner's library.

[sideboard]

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Echoing Truth (1)(U)

Instant

Return target nonland permanent and all other permanents with the same name as that permanent to their owners' hands.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Echoing Truth (1)(U)

Instant

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[sideboard]

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Flusterstorm {U}

Instant

Counter target instant or sorcery spell unless its controller pays {1}.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flusterstorm {U}

Instant

Counter target instant or sorcery spell unless its controller pays {1}.
Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindbreak Trap {2}{U}{U}

Instant -- Trap

If an opponent cast three or more spells this turn, you may pay {0} rather than pay this spell's mana cost.
Exile any number of target spells.

[sideboard]

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.

[sideboard]

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.

[sideboard]

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.

[sideboard]

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ravenous Trap {2}{B}{B}

Instant -- Trap

If an opponent had three or more cards put into their graveyard from anywhere this turn, you may pay {0} rather than pay this spell's mana cost.
Exile target player's graveyard.

[sideboard]

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Surgical Extraction {BP}

Instant

({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]

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({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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

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