Amazing Acrobatics {1}{U}{U}

Instant

Choose one or both --
* Counter target spell.
* Tap one or two target creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aminatou's Augury {6}{U}{U}

Sorcery

Exile the top eight cards of your library. You may put a land card from among them onto the battlefield. Until end of turn, for each nonland card type, you may cast a spell of that type from among the exiled cards without paying its mana cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Basalt Monolith {3}

Artifact

This artifact doesn't untap during your untap step.
{T}: Add {C}{C}{C}.
{3}: Untap this artifact.

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

Change the Equation {1}{U}

Instant

Choose one --
* Counter target spell with mana value 2 or less.
* Counter target red or green spell with mana value 6 or less.

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

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Consult the Star Charts {1}{U}

Instant

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)
Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Counterspell {U}{U}

Instant

Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryptic Command {1}{U}{U}{U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Daze {1}{U}

Instant

You may return an Island you control to its owner's hand rather than pay this spell's mana cost.
Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dizzy Spell {U}

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dress Down {1}{U}

Enchantment

Flash
When this enchantment enters, draw a card.
Creatures lose all abilities.
At the beginning of the end step, sacrifice this enchantment.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Force of Negation {1}{U}{U}

Instant

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Force Spike {U}

Instant

Counter target spell unless its controller pays {1}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fresh Start {1}{U}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets -5/-0 and loses all abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gitaxian Probe {UP}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hard Evidence {U}

Sorcery

Create a 0/3 blue Crab creature token.
Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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

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

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

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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

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

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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}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lotus Bloom

Artifact

Suspend 3--{0} (Rather than cast this card from your hand, pay {0} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)
{T}, Sacrifice this artifact: Add three mana of any one color.

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

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

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

Miscalculation {1}{U}

Instant

Counter target spell unless its controller pays {2}.
Cycling {2} ({2}, Discard this card: Draw a card.)

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

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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

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 {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

Preordain {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

Quantum Riddler {3}{U}{U}

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Remand {1}{U}

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

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

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Sceptre of Eternal Glory {4}

Legendary Artifact

{T}: Add one mana of any color.
{T}: Add three mana of any one color. Activate only if you control three or more lands with the same name.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Serum Visions {U}

Sorcery

Draw a card. Scry 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snapcaster Mage {1}{U}

Creature -- Human Wizard

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

Sol Talisman

Artifact

Suspend 3--{1} (Rather than cast this card from your hand, pay {1} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solve the Equation {2}{U}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Pierce {U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spellseeker {2}{U}

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

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Spell Snare {U}

Instant

Counter target spell with mana value 2.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stasis {1}{U}

Enchantment

Players skip their untap steps.
At the beginning of your upkeep, sacrifice this enchantment unless you pay {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stern Scolding {U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stifle {U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tale's End {1}{U}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi, Temporal Archmage {4}{U}{U}

Legendary Planeswalker -- Teferi

[+1]: 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.
[-1]: Untap up to four target permanents.
[-10]: You get an emblem with "You may activate loyalty abilities of planeswalkers you control on any player's turn any time you could cast an instant."
Teferi, Temporal Archmage can be your commander.

L 5

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Tezzeret the Seeker {3}{U}{U}

Legendary Planeswalker -- Tezzeret

[+1]: Untap up to two target artifacts.
[-X]: Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.
[-5]: Artifacts you control become artifact creatures with base power and toughness 5/5 until end of turn.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Chain Veil {4}

Legendary Artifact

At the beginning of your end step, if you didn't activate a loyalty ability of a planeswalker this turn, you lose 2 life.
{4}, {T}: For each planeswalker you control, you may activate one of its loyalty abilities once this turn as though none of its loyalty abilities have been activated this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Time Spiral {4}{U}{U}

Sorcery

Exile Time Spiral. Each player shuffles their hand and graveyard into their library, then draws seven cards. You untap up to six lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin, Eye of the Storms {7}

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.
Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.
[+2]: You gain 3 life and draw a card.
[0]: Add {C}{C}{C}.
[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin, the Spirit Dragon {8}

Legendary Planeswalker -- Ugin

[+2]: Ugin deals 3 damage to any target.
[-X]: Exile each permanent with mana value X or less that's one or more colors.
[-10]: You gain 7 life, draw seven cards, then put up to seven permanent cards from your hand onto the battlefield.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unable to Scream {U}

Enchantment -- Aura

Enchant creature
Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.
As long as enchanted creature is face down, it can't be turned face up.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vedalken Shackles {3}

Artifact

You may choose not to untap this artifact during your untap step.
{2}, {T}: Gain control of target creature with power less than or equal to the number of Islands you control for as long as this artifact remains tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wan Shi Tong, Librarian {X}{U}{U}

Legendary Creature -- Bird Spirit

Flash
Flying, vigilance
When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.
Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

1/1

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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

Waterbending Scroll {1}{U}

Artifact

{6}, {T}: Draw a card. This ability costs {1} less to activate for each Island you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whir of Invention {X}{U}{U}{U}

Instant

Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.)
Search your library for an artifact card with mana value X or less, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Will of the Temur {5}{U}

Sorcery

Choose one. If you control a commander as you cast this spell, you may choose both instead.
* Create a token that's a copy of target permanent, except it's a 4/4 Dragon creature with flying in addition to its other types.
* Target player draws cards equal to the greatest mana value among permanents you control.

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