Artist's Talent {1}{R}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
Whenever you cast a noncreature spell, you may discard a card. If you do, draw a card.
{2}{R}: Level 2
Noncreature spells you cast cost {1} less to cast.
{2}{R}: Level 3
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 2 instead.

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Burning Inquiry {R}

Sorcery

Each player draws three cards, then discards three cards at random.

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Conflagrate {X}{X}{R}

Sorcery

Conflagrate deals X damage divided as you choose among any number of targets.
Flashback--{R}{R}, Discard X cards. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Creeping Chill {3}{B}

Sorcery

Creeping Chill deals 3 damage to each opponent and you gain 3 life.
When Creeping Chill is put into your graveyard from your library, you may exile it. If you do, Creeping Chill deals 3 damage to each opponent and you gain 3 life.

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Playtest cards - Kiesel, Kevin - Dredge ([London Sun 09:30] Destination Qualifier: Modern) sheet 1/4 - 8 cards - 2.5 x 3.5 in each

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Exhibition Tidecaller {U}

Creature -- Djinn Wizard

Opus -- Whenever you cast an instant or sorcery spell, target player mills three cards. If five or more mana was spent to cast that spell, that player mills ten cards instead.

0/2

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Faithless Looting {R}

Sorcery

Draw two cards, then discard two cards.
Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Otherworldly Gaze (U)

Instant

Surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)
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Warcry Phoenix (3)(R)

Creature -- Phoenix

Flying, haste
Whenever you attack with three or more creatures, you may pay {2}{R}. If you do, return this card from your graveyard to the battlefield tapped and attacking.

2/2

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