Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Adventurous Eater {2}{B}

Creature -- Human Warlock

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

3/2

- - - OTHER FACE - - -

Have a Bite {B}

Sorcery

Put a +1/+1 counter on target creature. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani's Response {4}{W}

Instant

This spell costs {3} less to cast if it targets a tapped creature.
Destroy target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ark of Hunger {2}{R}{W}

Artifact

Whenever one or more cards leave your graveyard, this artifact deals 1 damage to each opponent and you gain 1 life.
{T}: Mill a card. You may play that card this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Artistic Process {3}{R}{R}

Sorcery

Choose one --
* Artistic Process deals 6 damage to target creature.
* Artistic Process deals 2 damage to each creature you don't control.
* Create a 3/3 blue and red Elemental creature token with flying. It gains haste until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Aziza, Mage Tower Captain {R}{W}

Legendary Creature -- Djinn Sorcerer

Whenever you cast an instant or sorcery spell, you may tap three untapped creatures you control. If you do, copy that spell. You may choose new targets for the copy.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burrog Banemaker {B}

Creature -- Frog Warlock

Deathtouch
{1}{B}: This creature gets +1/+1 until end of turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Campus Composer {3}{U}

Creature -- Merfolk Bard

Ward {2}
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

3/4

- - - OTHER FACE - - -

Aqueous Aria {4}{U}

Sorcery

Create a 3/3 blue and red Elemental creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Cauldron of Essence {1}{B}{G}

Artifact

Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.
{1}{B}{G}, {T}, Sacrifice a creature: Return target creature card from your graveyard to the battlefield. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cheerful Osteomancer {3}{B}

Creature -- Orc Warlock

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

4/2

- - - OTHER FACE - - -

Raise Dead {B}

Sorcery

Return target creature card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chelonian Tackle {2}{G}

Sorcery

Target creature you control gets +0/+10 until end of turn. Then it fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deduce {1}{U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deluge Virtuoso {2}{U}

Creature -- Human Wizard

When this creature enters, tap target creature an opponent controls and put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, this creature gets +2/+2 until end of turn instead.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elite Interceptor {W}

Creature -- Human Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

1/2

- - - OTHER FACE - - -

Rejoinder {1}{W}

Sorcery

You may tap or untap target creature. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Embrace the Paradox {3}{G}{U}

Instant

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ennis, Debate Moderator {1}{W}

Legendary Creature -- Human Cleric

When Ennis enters, exile up to one other target creature you control. Return that card to the battlefield under its owner's control at the beginning of the next end step.
At the beginning of your end step, if one or more cards were put into exile this turn, put a +1/+1 counter on Ennis.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Expressive Firedancer (1)(R)

Creature -- Human Sorcerer

Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, this creature also gains double strike until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Expressive Firedancer (1)(R)

Creature -- Human Sorcerer

Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+1 until end of turn. If five or more mana was spent to cast that spell, this creature also gains double strike until end of turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foolish Fate (2)(B)

Instant

Destroy target creature.
Infusion -- If you gained life this turn, that creature's controller loses 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forum of Amity

Land

This land enters tapped.
{T}: Add {W} or {B}.
{2}{W}{B}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fracture (W)(B)

Instant

Destroy target artifact, enchantment, or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geometer's Arthropod (G)(U)

Creature -- Fractal Crab

Whenever you cast a spell with {X} in its mana cost, look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Giant Growth (G)

Instant

Target creature gets +3/+3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Glorious Decay (1)(G)

Instant

Choose one --
* Destroy target artifact.
* Glorious Decay deals 4 damage to target creature with flying.
* Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Glorious Decay {1}{G}

Instant

Choose one --
* Destroy target artifact.
* Glorious Decay deals 4 damage to target creature with flying.
* Exile target card from a graveyard. Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hungry Graffalon {3}{G}

Creature -- Giraffe

Reach
Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.)

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hungry Graffalon {3}{G}

Creature -- Giraffe

Reach
Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.)

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Imperious Inkmage {1}{W}{B}

Creature -- Orc Warlock

Vigilance
When this creature enters, 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.)

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inkling Mascot {W}{B}

Creature -- Inkling Cat

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature gains flying until end of turn.
Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interjection {W}

Instant

Target creature gets +2/+2 and gains first strike until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Interjection {W}

Instant

Target creature gets +2/+2 and gains first strike until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kirol, History Buff {R}{W}

Legendary Creature -- Vampire Cleric

Whenever one or more cards leave your graveyard, Kirol becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

2/3

- - - OTHER FACE - - -

Pack a Punch {1}{R}{W}

Sorcery

Mill a card. Put two +1/+1 counters on target creature. It gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - schnda - Limited (Limited RC Super Qualifier) sheet 4/11 - 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.

Landscape Painter (1)(U)

Creature -- Merfolk Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

2/1

- - - OTHER FACE - - -

Vibrant Idea (4)(U)

Sorcery

Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lecturing Scornmage (B)

Creature -- Human Warlock

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Locust Spray (B)

Instant

Target creature gets -1/-1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lumaret's Favor (1)(G)

Instant

Infusion -- When you cast this spell, copy it if you gained life this turn. You may choose new targets for the copy.
Target creature gets +2/+4 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mage Tower Referee (2)

Artifact Creature -- Construct

Whenever you cast a multicolored spell, put a +1/+1 counter on this creature.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Matterbending Mage (2)(U)

Creature -- Human Wizard

When this creature enters, return up to one other target creature to its owner's hand.
Whenever you cast a spell with {X} in its mana cost, this creature can't be blocked this turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mica, Reader of Ruins (3)(R)

Legendary Creature -- Human Artificer

Ward--Pay 3 life. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3 life.)
Whenever you cast an instant or sorcery spell, you may sacrifice an artifact. If you do, copy that spell and you may choose new targets for the copy.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Newt (1)(G)

Creature -- Salamander

Deathtouch
{T}: Add {G}.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - schnda - Limited (Limited RC Super Qualifier) sheet 5/11 - 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.

Paradox Gardens

Land

This land enters tapped.
{T}: Add {G} or {U}.
{2}{G}{U}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paradox Gardens

Land

This land enters tapped.
{T}: Add {G} or {U}.
{2}{G}{U}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismari Charm (U)(R)

Instant

Choose one --
* Surveil 2, then draw a card.
* Prismari Charm deals 1 damage to each of one or two targets.
* Return target nonland permanent to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Procrastinate (X)(U)

Sorcery

Tap target creature. Put twice X stun counters on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pursue the Past (R)(W)

Sorcery

You gain 2 life. You may discard a card. If you do, draw two cards. Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quandrix, the Proof (4)(G)(U)

Legendary Creature -- Elder Dragon

Flying, trample
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
Instant and sorcery spells you cast from your hand have cascade.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quick Study (2)(U)

Instant

Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - schnda - Limited (Limited RC Super Qualifier) sheet 6/11 - 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.

Quill-Blade Laureate {1}{W}

Creature -- Human Cleric

Double strike
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

1/1

- - - OTHER FACE - - -

Twofold Intent {1}{W}

Sorcery

Target creature gets +1/+0 and gains double strike until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapier Wit {1}{W}

Instant

Tap target creature. If it's your turn, put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapturous Moment {4}{U}{R}

Sorcery

Draw three cards, then discard two cards. Add {U}{U}{R}{R}{R}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seize the Spoils {2}{R}

Sorcery

As an additional cost to cast this spell, discard a card.
Draw two cards and create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shared Roots {1}{G}

Sorcery -- Lesson

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skycoach Waypoint

Land

{T}: Add {C}.
{3}, {T}: Target creature becomes prepared. (Only creatures with prepare spells can become prepared.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sneering Shadewriter {4}{B}

Creature -- Vampire Warlock

Flying
When this creature enters, each opponent loses 2 life and you gain 2 life.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Social Snub {1}{W}{B}

Sorcery

When you cast this spell while you control a creature, you may copy this spell.
Each player sacrifices a creature of their choice. Each opponent loses 1 life and you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spellbook Seeker {3}{U}

Creature -- Bird Wizard

Flying
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

3/3

- - - OTHER FACE - - -

Careful Study {U}

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spellbook Seeker {3}{U}

Creature -- Bird Wizard

Flying
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

3/3

- - - OTHER FACE - - -

Careful Study {U}

Sorcery

Draw two cards, then discard two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Startled Relic Sloth {2}{R}{W}

Creature -- Sloth Beast

Trample, lifelink
At the beginning of combat on your turn, exile up to one target card from a graveyard.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steal the Show {2}{R}

Sorcery

Choose one or both --
* Target player discards any number of cards, then draws that many cards.
* Steal the Show deals damage equal to the number of instant and sorcery cards in your graveyard to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stirring Honormancer {2}{W}{W/B}{B}

Creature -- Rhino Bard

When this creature enters, look at the top X cards of your library, where X is the number of creatures you control. Put one of those cards into your hand and the rest into your graveyard.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Strixhaven Skycoach {3}

Artifact -- Vehicle

Flying
When this Vehicle enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.
Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Studious First-Year {G}

Creature -- Bear Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

1/1

- - - OTHER FACE - - -

Rampant Growth {1}{G}

Sorcery

Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - schnda - Limited (Limited RC Super Qualifier) sheet 8/11 - 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.

Sundown Pass

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundown Pass

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {R} or {W}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tester of the Tangential (1)(U)

Creature -- Djinn Wizard

Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.)
At the beginning of combat on your turn, you may pay {X}. When you do, move X +1/+1 counters from this creature onto another target creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Textbook Tabulator (2)(U)

Creature -- Frog Wizard

Increment (Whenever you cast a spell, if the amount of mana you spent is greater than this creature's power or toughness, put a +1/+1 counter on this creature.)
When this creature enters, 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.)

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thornfist Striker (2)(G)

Creature -- Elf Druid

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Infusion -- Creatures you control get +1/+0 and have trample as long as you gained life this turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Titan's Grave

Land

This land enters tapped.
{T}: Add {B} or {G}.
{2}{B}{G}, {T}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Transcendent Archaic {7}

Creature -- Avatar

Vigilance
Converge -- When this creature enters, you may draw X cards, where X is the number of colors of mana spent to cast this spell. If you draw one or more cards this way, discard two cards.

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulna Alley Shopkeep {2}{B}

Creature -- Goblin Warlock

Menace (This creature can't be blocked except by two or more creatures.)
Infusion -- This creature gets +2/+0 as long as you gained life this turn.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulna Alley Shopkeep {2}{B}

Creature -- Goblin Warlock

Menace (This creature can't be blocked except by two or more creatures.)
Infusion -- This creature gets +2/+0 as long as you gained life this turn.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unsubtle Mockery {2}{R}

Instant

Unsubtle Mockery deals 4 damage to target creature. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vastlands Scavenger {1}{G}{G}

Creature -- Bear Druid

Deathtouch
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

4/4

- - - OTHER FACE - - -

Bind to Life {4}{G}

Instant

Mill seven cards. Then put a creature card from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vibrant Outburst {U}{R}

Instant

Vibrant Outburst deals 3 damage to any target. Tap up to one target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wander Off {3}{B}

Instant

Exile target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wild Hypothesis {X}{G}

Sorcery

Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it.
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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

Wilt in the Heat {2}{R}{W}

Instant

This spell costs {2} less to cast if one or more cards left your graveyard this turn.
Wilt in the Heat deals 5 damage to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wilt in the Heat {2}{R}{W}

Instant

This spell costs {2} less to cast if one or more cards left your graveyard this turn.
Wilt in the Heat deals 5 damage to target creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witherbloom Charm {B}{G}

Instant

Choose one --
* You may sacrifice a permanent. If you do, draw two cards.
* You gain 5 life.
* Destroy target nonland permanent with mana value 2 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Zealous Lorecaster {5}{R}

Creature -- Giant Sorcerer

When this creature enters, return target instant or sorcery card from your graveyard to your hand.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.