Berta, Wise Extrapolator {2}{G}{U}

Legendary Creature -- Frog Druid

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.)
Whenever one or more +1/+1 counters are put on Berta, add one mana of any color.
{X}, {T}: Create a 0/0 green and blue Fractal creature token and put X +1/+1 counters on it.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Biblioplex Tomekeeper {4}

Artifact Creature -- Construct

When this creature enters, choose up to one --
* Target creature becomes prepared. (Only creatures with prepare spells can become prepared.)
* Target creature becomes unprepared.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bulk Up {1}{R}

Instant

Double target creature's power until end of turn.
Flashback {4}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Burrog Barrage {1}{G}

Instant

Target creature you control gets +1/+0 until end of turn if you've cast another instant or sorcery spell this turn. Then it deals damage equal to its power to up to one target creature an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chase Inspiration {U}

Instant

Target creature you control gets +0/+3 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Conciliator's Duelist {W}{W}{B}{B}

Creature -- Kor Warlock

When this creature enters, draw a card. Each player loses 1 life.
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, exile up to one target creature. Return that card to the battlefield under its owner's control at the beginning of the next end step.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cuboid Colony {G}{U}

Creature -- Insect

Flash
Flying, trample
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]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cuboid Colony {G}{U}

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Flash
Flying, trample
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]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BERNASTORRES - Limited (Limited RC Super Qualifier) sheet 1/6 - 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.

Dina's Guidance {1}{B}{G}

Instant

Search your library for a creature card, reveal it, put it into your hand or graveyard, then shuffle.

[sideboard]

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

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

Follow the Lumarets {1}{G}

Sorcery

Infusion -- Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. If you gained life this turn, you may instead reveal two creature and/or land cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order.

[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

Fractalize {X}{U}

Instant

Until end of turn, target creature becomes a green and blue Fractal with base power and toughness each equal to X plus 1. (It loses all other colors and creature types.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fractal Mascot {4}{G}{U}

Creature -- Fractal Elk

Trample
When this creature enters, tap target creature an opponent controls. Put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

6/6

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[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grapple with Death {1}{B}{G}

Sorcery

Destroy target artifact or creature. You gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Growth Curve {G}{U}

Sorcery

Put a +1/+1 counter on target creature you control, then double the number of +1/+1 counters on that creature.

[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

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last Gasp {1}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lluwen, Exchange Student {2}{B}{G}

Legendary Creature -- Elf Druid

Lluwen enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Exile a creature card from your graveyard: Lluwen becomes prepared. Activate only as a sorcery.

[sideboard]

3/4

- - - OTHER FACE - - -

Pest Friend {B/G}

Sorcery

Create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."

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

Playtest cards - BERNASTORRES - Limited (Limited RC Super Qualifier) sheet 3/6 - 8 cards - 2.5 x 3.5 in each

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Noxious Newt {1}{G}

Creature -- Salamander

Deathtouch
{T}: Add {G}.

[sideboard]

1/2

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

Paradox Surveyor {G}{G/U}{U}

Creature -- Elf Druid

Reach
When this creature enters, look at the top five cards of your library. You may reveal a land card or a card with {X} in its mana cost from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison {G}

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[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

Practiced Scrollsmith {R}{R/W}{W}

Creature -- Dwarf Cleric

First strike
When this creature enters, exile target noncreature, nonland card from your graveyard. Until the end of your next turn, you may cast that card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rancorous Archaic {5}

Creature -- Avatar

Reach, trample
Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Run Behind {3}{U}

Instant

This spell costs {1} less to cast if it targets an attacking creature.
Target creature's owner puts it on their choice of the top or bottom of their library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BERNASTORRES - Limited (Limited RC Super Qualifier) sheet 4/6 - 8 cards - 2.5 x 3.5 in each

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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

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teacher's Pest {B}{G}

Creature -- Skeleton Pest

Menace (This creature can't be blocked except by two or more creatures.)
Whenever this creature attacks, you gain 1 life.
{B}{G}: Return this card from your graveyard to the battlefield tapped.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tenured Concocter {4}{G}

Creature -- Troll Druid

Vigilance
Whenever this creature becomes the target of a spell or ability an opponent controls, you may draw a card.
Infusion -- This creature gets +2/+0 as long as you gained life this turn.

[sideboard]

4/5

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Infusion -- This creature gets +2/+0 as long as you gained life this turn.

[sideboard]

4/5

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

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

Topiary Lecturer {2}{G}

Creature -- Elf Druid

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.)
{T}: Add an amount of {G} equal to this creature's power.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - BERNASTORRES - Limited (Limited RC Super Qualifier) sheet 5/6 - 8 cards - 2.5 x 3.5 in each

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Visionary's Dance {5}{U}{R}

Sorcery

Create two 3/3 blue and red Elemental creature tokens with flying.
{2}, Discard this card: Look at the top two cards of your library. Put one of them into your hand and the other into your graveyard.

[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

Playtest cards - BERNASTORRES - Limited (Limited RC Super Qualifier) sheet 6/6 - 2 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.