Aberrant Manawurm {3}{G}

Creature -- Wurm

Trample
Whenever you cast an instant or sorcery spell, this creature gets +X/+0 until end of turn, where X is the amount of mana spent to cast that spell.

[sideboard]

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Applied Geometry {2}{G}{U}

Sorcery

Create a token that's a copy of target non-Aura permanent you control, except it's a 0/0 Fractal creature in addition to its other types. Put six +1/+1 counters on it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archaic's Agony {4}{R}

Sorcery

Converge -- Archaic's Agony deals X damage to target creature, where X is the number of colors of mana spent to cast this spell. Exile cards from the top of your library equal to the excess damage dealt to that creature this way. You may play those cards until the end of your next turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Banishing Betrayal {1}{U}

Instant

Return target nonland permanent to its owner's hand. 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

Borrowed Knowledge {2}{R}{W}

Sorcery

Choose one --
* Discard your hand, then draw cards equal to the number of cards in target opponent's hand.
* Discard your hand, then draw cards equal to the number of cards discarded this way.

[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

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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

Cost of Brilliance {2}{B}

Sorcery

Target player draws two cards and loses 2 life. Put a +1/+1 counter on up to one target creature.

[sideboard]

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

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

Diary of Dreams {2}

Artifact -- Book

Whenever you cast an instant or sorcery spell, put a page counter on this artifact.
{5}, {T}: Draw a card. This ability costs {1} less to activate for each page counter on this artifact.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dig Site Inventory {W}

Sorcery

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn.
Flashback {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

Eager Glyphmage {3}{W}

Creature -- Cat Cleric

When this creature enters, create a 1/1 white and black Inkling creature token with flying.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Efflorescence {2}{G}

Instant

Put two +1/+1 counters on target creature.
Infusion -- If you gained life this turn, that creature also gains trample and indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Elemental Mascot {1}{U}{R}

Creature -- Elemental Bird

Flying, vigilance
Opus -- Whenever you cast an instant or sorcery spell, this creature gets +1/+0 until end of turn. If five or more mana was spent to cast that spell, exile the top card of your library. You may play that card until the end of your next turn.

[sideboard]

1/4

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

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

Emeritus of Abundance {2}{G}

Creature -- Elf Druid

Vigilance
This creature enters prepared.
Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.

[sideboard]

3/4

- - - OTHER FACE - - -

Regrowth {1}{G}

Sorcery

Return target card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Erode {W}

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eternal Student {3}{B}

Creature -- Zombie Warlock

{1}{B}, Exile this card from your graveyard: Create two 1/1 white and black Inkling creature tokens with flying.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fields of Strife

Land

This land enters tapped.
{T}: Add {R} or {W}.
{2}{R}{W}, {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

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

Playtest cards - _Carter_ - Limited (Limited RC Super Qualifier) sheet 3/11 - 8 cards - 2.5 x 3.5 in each

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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 Necroscribe {5}{B}

Creature -- Troll Warlock

Ward--Discard a card.
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, return target creature card from your graveyard to the battlefield.

[sideboard]

5/4

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

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

Heated Argument {4}{R}

Instant

Heated Argument deals 6 damage to target creature. You may exile a card from your graveyard. If you do, Heated Argument also deals 2 damage to that creature's controller.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Homesickness {4}{U}{U}

Instant

Target player draws two cards. Tap up to two target creatures. Put a stun counter on each of them. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Impractical Joke {R}

Sorcery

Damage can't be prevented this turn. Impractical Joke deals 3 damage to up to one target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inkshape Demonstrator {3}{W}

Creature -- Elephant Cleric

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature gets +1/+0 and gains lifelink until end of turn.

[sideboard]

3/4

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Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Killian's Confidence {W}{B}

Sorcery

Target creature gets +1/+1 until end of turn. Draw a card.
Whenever one or more creatures you control deal combat damage to a player, you may pay {W/B}. If you do, return this card from your graveyard to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knockout Maneuver {2}{G}

Sorcery

Put a +1/+1 counter on target creature you control, then it deals damage equal to its power to target creature an opponent controls.

[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

Maelstrom Artisan {1}{R}{R}

Creature -- Minotaur Sorcerer

Haste
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 - - -

Rocket Volley {1}{R}

Sorcery

Destroy target nonbasic land.

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

Melancholic Poet {1}{B}

Creature -- Elf Bard

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, each opponent loses 1 life and you gain 1 life.

[sideboard]

2/2

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Molten-Core Maestro {1}{R}

Creature -- Goblin Bard

Menace
Opus -- Whenever you cast an instant or sorcery spell, put a +1/+1 counter on this creature. If five or more mana was spent to cast that spell, add an amount of {R} equal to this creature's power.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Note {X}{R}{W}

Sorcery

Molten Note deals damage to target creature equal to the amount of mana spent to cast this spell. Untap all creatures you control.
Flashback {6}{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

Muse Seeker {1}{U}

Creature -- Elf Wizard

Opus -- Whenever you cast an instant or sorcery spell, draw a card. Then discard a card unless five or more mana was spent to cast that spell.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Muse's Encouragement {4}{U}

Instant

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

Noxious Newt {1}{G}

Creature -- Salamander

Deathtouch
{T}: Add {G}.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Owlin Historian {2}{W}

Creature -- Bird Cleric

Flying
When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Whenever one or more cards leave your graveyard, this creature gets +1/+1 until end of turn.

[sideboard]

2/3

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 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

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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

Pest Mascot {1}{B}{G}

Creature -- Pest Ape

Trample
Whenever you gain life, put a +1/+1 counter on this creature.

[sideboard]

2/3

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

Practiced Offense {2}{W}

Sorcery

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.
Flashback {1}{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

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

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

Quick Study {2}{U}

Instant

Draw two cards.

[sideboard]

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

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Rabid Attack {1}{B}

Instant

Until end of turn, any number of target creatures you control each get +1/+0 and gain "When this creature dies, draw a card."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rehearsed Debater {2}{W}

Creature -- Djinn Bard

Vigilance
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature gets +1/+1 until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rehearsed Debater {2}{W}

Creature -- Djinn Bard

Vigilance
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature gets +1/+1 until end of turn.

[sideboard]

3/3

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

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

Shamanic Revelation {3}{G}{G}

Sorcery

Draw a card for each creature you control.
Ferocious -- You gain 4 life for each creature you control with power 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shattered Acolyte {1}{W}

Creature -- Dwarf Warlock

Lifelink
{1}, Sacrifice this creature: Destroy target artifact or enchantment.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shopkeeper's Bane {2}{G}

Creature -- Badger Pest

Trample
Whenever this creature attacks, you gain 2 life.

[sideboard]

4/2

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Silverquill Charm {W}{B}

Instant

Choose one --
* Put two +1/+1 counters on target creature.
* Exile target creature with power 2 or less.
* Each opponent loses 3 life and you gain 3 life.

[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

Snooping Page 1{W}{B}

Creature -- Human Cleric

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature can't be blocked this turn.
Whenever this creature deals combat damage to a player, you draw a card and lose 1 life.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soaring Stoneglider 2{W}

Creature -- Elephant Cleric

As an additional cost to cast this spell, exile two cards from your graveyard or pay {1}{W}.
Flying, vigilance

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Spell Pierce {U}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spiritcall Enthusiast 2{W}

Creature -- Cat Cleric

Whenever one or more tokens you control enter, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

3/3

- - - OTHER FACE - - -

Scrollboost 1{W}

Sorcery

One or two target creatures each get +2/+2 until end of turn.

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

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Stone Docent {1}{W}

Creature -- Spirit Chimera

{W}, Exile this card from your graveyard: You gain 2 life. Surveil 1. Activate only as a sorcery. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/1

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

The Dawning Archaic {10}

Legendary Creature -- Avatar

This spell costs {1} less to cast for each instant and sorcery card in your graveyard.
Reach
Whenever The Dawning Archaic attacks, you may cast target instant or sorcery card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

[sideboard]

7/7

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

Tome Blast {1}{R}

Sorcery

Tome Blast deals 2 damage to any target.
Flashback {4}{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

Tome Blast {1}{R}

Sorcery

Tome Blast deals 2 damage to any target.
Flashback {4}{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

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

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

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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

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

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

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