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

Awaken the Woods {X}{G}{G}

Sorcery

Create X 1/1 green Forest Dryad land creature tokens. (They're affected by summoning sickness.)

[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

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

Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bogwater Lumaret {B}{G}

Creature -- Spirit Frog

Whenever this creature or another creature you control enters, you gain 1 life.

[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

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

Playtest cards - choccy_milk - Limited (Limited RC Super Qualifier) sheet 1/11 - 8 cards - 2.5 x 3.5 in each

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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

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

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

Duty Beyond Death {1}{W}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Creatures you control gain indestructible until end of turn.
Put a +1/+1 counter on each creature you control. (Damage and effects that say "destroy" don't destroy those creatures.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Duty Beyond Death {1}{W}

Instant

As an additional cost to cast this spell, sacrifice a creature.
Creatures you control gain indestructible until end of turn.
Put a +1/+1 counter on each creature you control. (Damage and effects that say "destroy" don't destroy those creatures.)

[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

End of the Hunt (1)(B)

Sorcery

Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.

[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

Environmental Scientist (1)(G)

Creature -- Human Druid

When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

[sideboard]

2/2

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Goblin Glasswright (1)(R)

Creature -- Goblin Sorcerer

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

[sideboard]

2/2

- - - OTHER FACE - - -

Craft with Pride (R)

Sorcery

Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

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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

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

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

Lorehold Charm {R}{W}

Instant

Choose one --
* Each opponent sacrifices a nontoken artifact of their choice.
* Return target artifact or creature card with mana value 2 or less from your graveyard to the battlefield.
* Creatures you control get +1/+1 and gain trample 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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindful Biomancer {1}{G}

Creature -- Dryad Druid

When this creature enters, you gain 1 life.
{2}{G}: This creature gets +2/+2 until end of turn. Activate only once each turn.

[sideboard]

2/2

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

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

Nita, Forum Conciliator {1}{W}{B}

Legendary Creature -- Human Advisor

Whenever you cast a spell you don't own, put a +1/+1 counter on each creature you control.
{2}, Sacrifice another creature: Exile target instant or sorcery card from an opponent's graveyard. You may cast it this turn, and mana of any type can be spent to cast that spell. If that spell would be put into a graveyard, exile it instead. Activate only as a sorcery.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oracle's Restoration {G}

Sorcery

Target creature you control gets +1/+1 until end of turn. You draw a card and gain 1 life.

[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

Petrified Hamlet

Land

When this land enters, choose a land card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
Lands with the chosen name have "{T}: Add {C}."
{T}: Add {C}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pigment Wrangler {4}{R}

Creature -- Orc Sorcerer

Flying
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 - - -

Striking Palette {R}

Sorcery

When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Poisoner's Apprentice {2}{B}

Creature -- Orc Warlock

Infusion -- When this creature enters, target creature an opponent controls gets -4/-4 until end of turn if you gained life this turn.

[sideboard]

2/2

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Potioner's Trove {3}

Artifact

{T}: Add one mana of any color.
{T}: You gain 2 life. Activate only if you've cast an instant or sorcery spell this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primary Research {4}{W}

Enchantment

When this enchantment enters, return target nonland permanent card with mana value 3 or less from your graveyard to the battlefield.
At the beginning of your end step, if a card left your graveyard this turn, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Professor Dellian Fel {2}{B}{G}

Legendary Planeswalker -- Dellian

[+2]: You gain 3 life.
[0]: You draw a card and lose 1 life.
[-3]: Destroy target creature.
[-6]: You get an emblem with "Whenever you gain life, target opponent loses that much life."

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pterafractyl {X}{G}{U}

Creature -- Dinosaur Fractal

Flying
This creature enters with X +1/+1 counters on it.
When this creature enters, you gain 2 life.

[sideboard]

1/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pull from the Grave {2}{B}

Sorcery

Return up to two target creature cards from your graveyard to your hand. You gain 2 life.

[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

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

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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

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

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

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

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

Rapturous Moment (4)(U)(R)

Sorcery

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

[sideboard]

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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

Rearing Embermare {4}{R}

Creature -- Horse Beast

Reach, haste

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scheming Silvertongue {1}{B}

Creature -- Vampire Warlock

Flying, lifelink
At the beginning of your second main phase, if you gained 2 or more life this turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

1/3

- - - OTHER FACE - - -

Sign in Blood {B}{B}

Sorcery

Target player draws two cards and loses 2 life.

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

Send in the Pest {1}{B}

Sorcery

Each opponent discards a card. You create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."

[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

Shopkeeper's Bane {2}{G}

Creature -- Badger Pest

Trample
Whenever this creature attacks, you gain 2 life.

[sideboard]

4/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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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

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

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

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

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

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]

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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

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

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

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

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

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

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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

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

Zaffai and the Tempests (5)(U)(R)

Legendary Creature -- Human Bard Sorcerer

Once during each of your turns, you may cast an instant or sorcery spell from your hand without paying its mana cost.

[sideboard]

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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