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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - paom2004 - Limited (SterilizedMilk Cup: SOS Postrelease Sealed) sheet 1/12 - 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

1/1

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.)

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

1/4

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.

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.

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.

Hydro-Channeler (1)(U)

Creature -- Merfolk Wizard

{T}: Add {U}. Spend this mana only to cast an instant or sorcery spell.
{1}, {T}: Add one mana of any color. Spend this mana only to cast an instant or sorcery spell.

1/3

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.

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.

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.

1/2

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.

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.)

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.)

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rubble Rouser {2}{R}

Creature -- Dwarf Sorcerer

When this creature enters, you may discard a card. If you do, draw a card.
{T}, Exile a card from your graveyard: Add {R}. When you do, this creature deals 1 damage to each opponent.

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spectacle Summit

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sundering Archaic {6}

Creature -- Avatar

Converge -- When this creature enters, exile target nonland permanent an opponent controls with mana value less than or equal to the number of colors of mana spent to cast this creature.
{2}: Put target card from a graveyard on the bottom of its owner's library.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tackle Artist {3}{R}

Creature -- Orc Sorcerer

Trample
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, put two +1/+1 counters on this creature instead.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tackle Artist {3}{R}

Creature -- Orc Sorcerer

Trample
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, put two +1/+1 counters on this creature instead.

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tam, Observant Sequencer {2}{G}{U}

Legendary Creature -- Gorgon Wizard

Landfall -- Whenever a land you control enters, Tam becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

4/3

- - - OTHER FACE - - -

Deep Sight {G}{U}

Sorcery

You draw a card and gain 1 life.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - paom2004 - Limited (SterilizedMilk Cup: SOS Postrelease Sealed) sheet 4/12 - 8 cards - 2.5 x 3.5 in each

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Terramorphic Expanse

Land

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

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Together as One {6}

Sorcery

Converge -- Target player draws X cards, Together as One deals X damage to any target, and you gain X life, where X is the number of colors of mana spent to cast this spell.

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.)

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.)

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ad Nauseam (3)(B)(B)

Instant

Reveal the top card of your library and put that card into your hand. You lose life equal to its mana value. You may repeat this process any number of times.

[sideboard]

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

Comforting Counsel (1)(G)

Enchantment

Whenever you gain life, put a growth counter on this enchantment.
As long as there are five or more growth counters on this enchantment, creatures you control get +3/+3.

[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

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

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

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]

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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

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

Encouraging Aviator {2}{U}

Creature -- Bird Wizard

Flying
Whenever this creature attacks, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

2/3

- - - OTHER FACE - - -

Jump {U}

Instant

Target creature gains flying until end of turn.

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

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

Fractal Anomaly {U}

Instant

Create a 0/0 green and blue Fractal creature token and put X +1/+1 counters on it, where X is the number of cards you've drawn this 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

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Group Project {1}{W}

Sorcery

Create a 2/2 red and white Spirit creature token.
Flashback--Tap three untapped creatures you control. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hop to It {2}{W}

Sorcery

Create three 1/1 white Rabbit creature tokens.

[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

Informed Inkwright {1}{W}

Creature -- Human Wizard

Vigilance
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, create a 1/1 white and black Inkling creature token with flying.

[sideboard]

2/2

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

Joined Researchers

Card

[sideboard]

- - - OTHER FACE - - -

Joined Researchers

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Joined Researchers

Card

[sideboard]

- - - OTHER FACE - - -

Joined Researchers

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - paom2004 - Limited (SterilizedMilk Cup: SOS Postrelease Sealed) sheet 8/12 - 8 cards - 2.5 x 3.5 in each

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Joined Researchers

Card

[sideboard]

- - - OTHER FACE - - -

Joined Researchers

Card

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

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

Masterful Flourish {B}

Instant

Target creature you control gets +1/+0 and gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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

Moseo, Vein's New Dean {2}{B}

Legendary Creature -- Bird Skeleton Warlock

Flying
When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."
Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.

[sideboard]

2/1

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

Old-Growth Educator {2}{B}{G}

Creature -- Treefolk Druid

Reach, vigilance
Infusion -- When this creature enters, put two +1/+1 counters on it if you gained life this turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Pox Plague {B}{B}{B}{B}{B}

Sorcery

Each player loses half their life, then discards half the cards in their hand, then sacrifices half the permanents they control of their choice. Round down each time.

[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

Reprieve {1}{W}

Instant

Return target spell to its owner's hand.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Royal Treatment {G}

Instant

Target creature you control gains hexproof until end of turn. Create a Royal Role token attached to that creature. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has ward {1}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rubble Rouser {2}{R}

Creature -- Dwarf Sorcerer

When this creature enters, you may discard a card. If you do, draw a card.
{T}, Exile a card from your graveyard: Add {R}. When you do, this creature deals 1 damage to each opponent.

[sideboard]

1/4

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

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

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

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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

Spirit Mascot {R}{W}

Creature -- Spirit Ox

Whenever one or more cards leave your graveyard, put a +1/+1 counter on this creature.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stadium Tidalmage {2}{U}{R}

Creature -- Djinn Sorcerer

Whenever this creature enters or attacks, you may draw a card. If you do, discard a card.

[sideboard]

4/4

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

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

Tablet of Discovery {2}{R}

Artifact

When this artifact enters, mill a card. You may play that card this turn. (To mill a card, put the top card of your library into your graveyard.)
{T}: Add {R}.
{T}: Add {R}{R}. Spend this mana only to cast instant and sorcery spells.

[sideboard]

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

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

Playtest cards - paom2004 - Limited (SterilizedMilk Cup: SOS Postrelease Sealed) sheet 11/12 - 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.

Thunderdrum Soloist {1}{R}

Creature -- Dwarf Bard

Reach
Opus -- Whenever you cast an instant or sorcery spell, this creature deals 1 damage to each opponent. If five or more mana was spent to cast that spell, this creature deals 3 damage to each opponent instead.

[sideboard]

1/3

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

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

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

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

Playtest cards - paom2004 - Limited (SterilizedMilk Cup: SOS Postrelease Sealed) sheet 12/12 - 5 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.