Ambitious Augmenter {G}

Creature -- Turtle 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 dies, if it had one or more counters on it, create a 0/0 green and blue Fractal creature token, then put this creature's counters on that token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ambitious Augmenter {G}

Creature -- Turtle 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.)
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1/1

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.

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

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.

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

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.)

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardened Academic (R)(W)

Creature -- Bird Cleric

Flying, haste
Discard a card: This creature gains lifelink until end of turn.
Whenever one or more cards leave your graveyard, put a +1/+1 counter on target creature you control.

2/1

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.

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

Living History (1)(R)

Enchantment

When this enchantment enters, create a 2/2 red and white Spirit creature token.
Whenever you attack, if a card left your graveyard this turn, target attacking creature gets +2/+0 until end of turn.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Magmablood Archaic (2/R)(2/R)(2/R)

Creature -- Avatar

Reach, trample
Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it.
Whenever you cast an instant or sorcery spell, creatures you control get +1/+0 until end of turn for each color of mana spent to cast that spell.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

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Mountain

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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.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pestbrood Sloth {3}{G}

Creature -- Plant Sloth

Reach
When this creature dies, create two 1/1 black and green Pest creature tokens with "Whenever this token attacks, you gain 1 life."

4/4

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.)

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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.

3/2

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Repel Calamity {1}{W}

Instant

Destroy target creature with power or toughness 4 or greater.

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

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

4/3

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.

2/2

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

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

Wildgrowth Archaic {2/G}{2/G}

Creature -- Avatar

Reach, trample
Converge -- This creature enters with a +1/+1 counter on it for each color of mana spent to cast it.
Whenever you cast a creature spell, that creature enters with X additional +1/+1 counters on it, where X is the number of colors of mana spent to cast it.

0/0

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Abigale, Poet Laureate {1}{W}{B}

Legendary Creature -- Bird Bard

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

[sideboard]

2/3

- - - OTHER FACE - - -

Heroic Stanza {1}{W/B}

Sorcery

Put a +1/+1 counter on target creature.

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

Ancestral Anger {R}

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ancestral Anger {R}

Sorcery

Target creature gains trample and gets +X/+0 until end of turn, where X is 1 plus the number of cards named Ancestral Anger in your graveyard.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arnyn, Deathbloom Botanist {2}{B}

Legendary Creature -- Vampire Druid

Deathtouch
Whenever a creature you control with power or toughness 1 or less dies, target opponent loses 2 life and you gain 2 life.

[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

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

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]

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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

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

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

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

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

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

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

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]

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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

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

Echocasting Symposium {4}{U}{U}

Sorcery -- Lesson

Target player creates a token that's a copy of target creature you control.
Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[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

Feed the Swarm {1}{B}

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[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]

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Fractal Tender {3}{G}{U}

Creature -- Elf Wizard

Ward {2}
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 each end step, if you put a counter on this creature this turn, create a 0/0 green and blue Fractal creature token and put three +1/+1 counters on it.

[sideboard]

3/3

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

Graduation Day {W}

Enchantment

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Helping Hand {W}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield tapped.

[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

Honorbound Page {3}{W}

Creature -- Cat Cleric

First strike
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 - - -

Forum's Favor {W}

Sorcery

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

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

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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

Monstrous Rage {R}

Instant

Target creature gets +2/+0 until end of turn. Create a Monster Role token attached to it. (If you control another Role on it, put that one into the graveyard. Enchanted creature gets +1/+1 and has trample.)

[sideboard]

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

Page, Loose Leaf {2}

Legendary Artifact Creature -- Construct

{T}: Add {C}.
Grandeur -- Discard another card named Page, Loose Leaf: Reveal cards from the top of your library until you reveal an instant or sorcery card. Put that card into your hand and the rest on the bottom of your library in a random order.

[sideboard]

0/2

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 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

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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

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

Rearing Embermare (4)(R)

Creature -- Horse Beast

Reach, haste

[sideboard]

4/5

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

Render Speechless (2)(W)(B)

Sorcery

Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
Put two +1/+1 counters on up to one target creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Root Manipulation (3)(B)(G)

Sorcery

Until end of turn, creatures you control get +2/+2 and gain menace and "Whenever this creature attacks, you gain 1 life." (A creature with menace can't be blocked except by two or more creatures.)

[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

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.)

[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.

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.

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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.

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Strife Scholar {2}{R}

Creature -- Orc Sorcerer

Ward--Pay 2 life.
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 - - -

Awaken the Ages {5}{R}

Sorcery

Create two 2/2 red and white Spirit creature tokens.

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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.

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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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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

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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

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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

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Vicious Rivalry {2}{B}{G}

Sorcery

As an additional cost to cast this spell, pay X life.
Destroy all artifacts and creatures with mana value X or less.

[sideboard]

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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]

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