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

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.

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.)

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

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emil, Vastlands Roamer {2}{G}

Legendary Creature -- Elf Druid

Creatures you control with +1/+1 counters on them have trample.
{4}{G}, {T}: Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is the number of differently named lands you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emil, Vastlands Roamer {2}{G}

Legendary Creature -- Elf Druid

Creatures you control with +1/+1 counters on them have trample.
{4}{G}, {T}: Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is the number of differently named lands you control.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Scatter {1}{U}

Instant

Counter target creature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flow State {1}{U}

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. If there is an instant card and a sorcery card in your graveyard, instead put two of them into your hand and the rest on the bottom of your library in any order.

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.

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Sorcery

Destroy target artifact or creature.
You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

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({T}: Add {U}.)

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Last Gasp {1}{B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last Gasp {1}{B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lecturing Scornmage {B}

Creature -- Human Warlock

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

1/1

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

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quick Study {2}{U}

Instant

Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sleight of Hand (U)

Sorcery

Look at the top two cards of your library. Put one of them into your hand and the other on the bottom of your library.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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

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

Transcendent Archaic {7}

Creature -- Avatar

Vigilance
Converge -- When this creature enters, you may draw X cards, where X is the number of colors of mana spent to cast this spell. If you draw one or more cards this way, discard two cards.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wander Off {3}{B}

Instant

Exile target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wander Off {3}{B}

Instant

Exile target creature.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

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

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

Choreographed Sparks {R}{R}

Instant

This spell can't be copied.
Choose one or both --
* Copy target instant or sorcery spell you control. You may choose new targets for the copy.
* Copy target creature spell you control. The copy gains haste and "At the beginning of the end step, sacrifice this token."

[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]

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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

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

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

Essence Scatter {1}{U}

Instant

Counter target creature spell.

[sideboard]

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geometer's Arthropod {G}{U}

Creature -- Fractal Crab

Whenever you cast a spell with {X} in its mana cost, look at the top X cards of your library. Put one of them into your hand and the rest on the bottom of your library in a random order.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Giant Growth {G}

Instant

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

[sideboard]

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

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

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

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

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

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

Locust Spray {B}

Instant

Target creature gets -1/-1 until end of turn.
Cycling {B} ({B}, Discard this card: Draw a card.)

[sideboard]

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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

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

Mind Roots {1}{B}{G}

Sorcery

Target player discards two cards. Put up to one land card discarded this way onto the battlefield tapped under your control.

[sideboard]

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

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

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

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

Playtest cards - coldpaper - Limited (SterilizedMilk Cup: SOS Postrelease Sealed) sheet 9/12 - 8 cards - 2.5 x 3.5 in each

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Return the Favor {R}{R}

Instant

Spree (Choose one or more additional costs.)
+ {1} -- Copy target instant spell, sorcery spell, activated ability, or triggered ability. You may choose new targets for the copy.
+ {1} -- Change the target of target spell or ability with a single target.

[sideboard]

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

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

Scathing Shadelock {4}{B}

Creature -- Snake Warlock

At the beginning of your first main phase, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

4/6

- - - OTHER FACE - - -

Venomous Words {B}

Sorcery

Target creature you control gets +2/+0 and gains deathtouch until end of turn.

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

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

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

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]

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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

Spectacular Skywhale (2)(U)(R)

Creature -- Elemental Whale

Flying
Opus -- Whenever you cast an instant or sorcery spell, this creature gets +3/+0 until end of turn. If five or more mana was spent to cast that spell, put three +1/+1 counters on this creature instead.

[sideboard]

1/4

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

Stress Dream (3)(U)(R)

Instant

Stress Dream deals 5 damage to up to one target creature. Look at the top two cards of your library. Put one of those cards into your hand and the other on the bottom of your library.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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

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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

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

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

Traumatic Critique {X}{U}{R}

Instant

Traumatic Critique deals X damage to any target. Draw two cards, then discard a card.

[sideboard]

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

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

Zealous Lorecaster {5}{R}

Creature -- Giant Sorcerer

When this creature enters, return target instant or sorcery card from your graveyard to your hand.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - coldpaper - Limited (SterilizedMilk Cup: SOS Postrelease Sealed) sheet 12/12 - 7 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.