Abrade {1}{R}

Instant

Choose one --
* Abrade deals 3 damage to target creature.
* Destroy target artifact.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashling, Rekindled {1}{R}

Legendary Creature -- Elemental Sorcerer

Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card.
At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling.

1/3

- - - BACK FACE - - -

Ashling, Rimebound

Legendary Creature -- Elemental Wizard

Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater.
At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Creature -- Elemental Sorcerer

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boomerang Basics {U}

Sorcery -- Lesson

Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Return target nonland permanent to its owner's hand. If you controlled that permanent, draw a card.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cori Mountain Monastery

Land

This land enters tapped unless you control a Plains or an Island.
{T}: Add {R}.
{3}{R}, {T}: Exile the top card of your library. Until the end of your next turn, you may play that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - semi03 - Standard v3 Group 3414CE (Duelist of the Mind, Fear of Missing O sheet 1/10 - 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.

Duelist of the Mind {1}{U}

Creature -- Human Advisor

Flying, vigilance
Duelist of the Mind's power is equal to the number of cards you've drawn this turn.
Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn.

***/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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***/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fear of Missing Out {1}{R}

Enchantment Creature -- Nightmare

When this creature enters, discard a card, then draw a card.
Delirium -- Whenever this creature attacks for the first time each turn, if there are four or more card types among cards in your graveyard, untap target creature. After this phase, there is an additional combat phase.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frostcliff Siege {1}{U}{R}

Enchantment

As this enchantment enters, choose Jeskai or Temur.
* Jeskai -- Whenever one or more creatures you control deal combat damage to a player, draw a card.
* Temur -- Creatures you control get +1/+0 and have trample and haste.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {U}.)

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Kaito, Cunning Infiltrator {1}{U}{U}

Legendary Planeswalker -- Kaito

Whenever a creature you control deals combat damage to a player, put a loyalty counter on Kaito.
[+1]: Up to one target creature you control can't be blocked this turn. Draw a card, then discard a card.
[-2]: Create a 2/1 blue Ninja creature token.
[-9]: You get an emblem with "Whenever a player casts a spell, you create a 2/1 blue Ninja creature token."

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiversal Passage

Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.
This land is the chosen type.

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This land is the chosen type.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quantum Riddler {3}{U}{U}

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverpyre Verge

Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Riverpyre Verge

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{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

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Land

{T}: Add {R}.
{T}: Add {U}. Activate only if you control an Island or a Mountain.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Roaring Furnace {1}{R}

Enchantment -- Room

When you unlock this door, this Room deals damage equal to the number of cards in your hand to target creature an opponent controls.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

- - - RIGHT HALF - - -

Steaming Sauna {3}{U}{U}

Enchantment -- Room

You have no maximum hand size.
At the beginning of your end step, draw a card.
(You may cast either half. That door unlocks on the battlefield. As a sorcery, you may pay the mana cost of a locked door to unlock it.)

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Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spirebluff Canal

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {R}.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Steam Vents

Land -- Island Mountain

({T}: Add {U} or {R}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stormchaser's Talent (U)

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
When this Class enters, create a 1/1 blue and red Otter creature token with prowess.
{3}{U}: Level 2
When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.
{5}{U}: Level 3
Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

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When this Class becomes level 2, return target instant or sorcery card from your graveyard to your hand.
{5}{U}: Level 3
Whenever you cast an instant or sorcery spell, create a 1/1 blue and red Otter creature token with prowess.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tiger-Seal (U)

Creature -- Cat Seal

Vigilance
At the beginning of your upkeep, tap this creature.
Whenever you draw your second card each turn, untap this creature.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tiger-Seal (U)

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower (R)

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Annul (U)

Instant

Counter target artifact or enchantment spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fire Magic (R)

Instant

Tiered (Choose one additional cost.)
* Fire -- {0} -- Fire Magic deals 1 damage to each creature.
* Fira -- {2} -- Fire Magic deals 2 damage to each creature.
* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.

[sideboard]

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Get Out {U}{U}

Instant

Choose one --
* Counter target creature or enchantment spell.
* Return one or two target creatures and/or enchantments you own to your hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm {1}{R}

Sorcery

Pyroclasm deals 2 damage to each creature.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ral, Crackling Wit {2}{U}{R}

Legendary Planeswalker -- Ral

Whenever you cast a noncreature spell, put a loyalty counter on Ral.
[+1]: Create a 1/1 blue and red Otter creature token with prowess.
[-3]: Draw three cards, then discard two cards.
[-10]: Draw three cards. You get an emblem with "Instant and sorcery spells you cast have storm." (Whenever you cast an instant or sorcery spell, copy it for each spell cast before it this turn.)

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sear {1}{R}

Instant

Sear deals 4 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Soul-Guide Lantern {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare {U}

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spell Snare {U}

Instant

Counter target spell with mana value 2.

[sideboard]

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Spider-Sense {1}{U}

Instant

Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)
Counter target instant spell, sorcery spell, or triggered ability.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spider-Sense {1}{U}

Instant

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Counter target instant spell, sorcery spell, or triggered ability.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Torch the Tower {R}

Instant

Bargain (You may sacrifice an artifact, enchantment, or token as you cast this spell.)
Torch the Tower deals 2 damage to target creature or planeswalker. If this spell was bargained, instead it deals 3 damage to that permanent and you scry 1.
If a permanent dealt damage by Torch the Tower would die this turn, exile it instead.

[sideboard]

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