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

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

Archaic's Agony {4}{R}

Sorcery

Converge -- Archaic's Agony deals X damage to target creature, where X is the number of colors of mana spent to cast this spell. Exile cards from the top of your library equal to the excess damage dealt to that creature this way. You may play those cards until the end of your next turn.

[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

Ascendant Dustspeaker {4}{W}

Creature -- Orc Cleric

Flying
When this creature enters, put a +1/+1 counter on another target creature you control.
At the beginning of combat on your turn, exile up to one target card from a graveyard.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ascendant Dustspeaker {4}{W}

Creature -- Orc Cleric

Flying
When this creature enters, put a +1/+1 counter on another target creature you control.
At the beginning of combat on your turn, exile up to one target card from a graveyard.

[sideboard]

3/4

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

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

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Deathcap Glade

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {B} or {G}.

[sideboard]

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.

[sideboard]

1/4

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.

[sideboard]

1/4

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

Essenceknit Scholar (B)(B/G)(G)

Creature -- Dryad Warlock

When this creature enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."
At the beginning of your end step, if a creature died under your control this turn, draw a card.

[sideboard]

3/1

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

Foolish Fate (2)(B)

Instant

Destroy target creature.
Infusion -- If you gained life this turn, that creature's controller loses 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Foolish Fate (2)(B)

Instant

Destroy target creature.
Infusion -- If you gained life this turn, that creature's controller loses 3 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - thirstythievin - Limited (Limited RC Super Qualifier) sheet 2/11 - 8 cards - 2.5 x 3.5 in each

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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.")

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

Playtest cards - thirstythievin - Limited (Limited RC Super Qualifier) sheet 3/11 - 8 cards - 2.5 x 3.5 in each

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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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Infirmary Healer (1)(G)

Creature -- Cat Cleric

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

[sideboard]

2/3

- - - OTHER FACE - - -

Stream of Life (X)(G)

Sorcery

Target player gains X life.

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

Jadzi, Steward of Fate (2)(U)

Legendary Creature -- Human Wizard

Jadzi enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
When Jadzi enters, draw two cards, then discard two cards.

[sideboard]

2/4

- - - OTHER FACE - - -

Oracle's Gift (X)(X)(U)

Sorcery

Create X 0/0 green and blue Fractal creature tokens, then put X +1/+1 counters on each Fractal you control.

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Matterbending Mage (2)(U)

Creature -- Human Wizard

When this creature enters, return up to one other target creature to its owner's hand.
Whenever you cast a spell with {X} in its mana cost, this creature can't be blocked this turn.

[sideboard]

2/2

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Newt (1)(G)

Creature -- Salamander

Deathtouch
{T}: Add {G}.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noxious Newt (1)(G)

Creature -- Salamander

Deathtouch
{T}: Add {G}.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

2/3

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

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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

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

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

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

Quandrix Charm {G}{U}

Instant

Choose one --
* Counter target spell unless its controller pays {2}.
* Destroy target enchantment.
* Target creature has base power and toughness 5/5 until end of turn.

[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

Quill-Blade Laureate {1}{W}

Creature -- Human Cleric

Double strike
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 - - -

Twofold Intent {1}{W}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

Reprieve {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restoration Seminar {5}{W}{W}

Sorcery -- Lesson

Return target nonland permanent card from your graveyard to the battlefield.
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

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

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

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Sanar, Unfinished Genius (U)(R)

Legendary Creature -- Goblin Sorcerer

Sanar enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
{T}: Create a Treasure token. Activate only if you've cast an instant or sorcery spell this turn.

[sideboard]

0/4

- - - OTHER FACE - - -

Wild Idea (3)(U)(R)

Sorcery

Search your library for an instant or sorcery card, reveal it, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Scolding Administrator (W)(B)

Creature -- Dwarf Cleric

Menace (This creature can't be blocked except by two or more creatures.)
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on this creature.
When this creature dies, if it had counters on it, put those counters on up to one target creature.

[sideboard]

2/2

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

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

Shattered Sanctum

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {W} or {B}.

[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

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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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

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

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

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

Strixhaven Skycoach (3)

Artifact -- Vehicle

Flying
When this Vehicle enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.
Crew 2 (Tap any number of creatures you control with total power 2 or more: This Vehicle becomes an artifact creature until end of turn.)

[sideboard]

3/2

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.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.)

[sideboard]

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

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

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

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

Tragedy Feaster (2)(B)(B)

Creature -- Demon

Trample
Ward--Discard a card.
Infusion -- At the beginning of your end step, sacrifice a permanent unless you gained life this turn.

[sideboard]

7/6

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

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.)

[sideboard]

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

Playtest cards - thirstythievin - Limited (Limited RC Super Qualifier) sheet 10/11 - 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.

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wilt in the Heat (2)(R)(W)

Instant

This spell costs {2} less to cast if one or more cards left your graveyard this turn.
Wilt in the Heat deals 5 damage to target creature. If that creature would die this turn, exile it instead.

[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

Zombify (3)(B)

Sorcery

Return target creature card from your graveyard to the battlefield.

[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.