## Abrade {1}{R}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Abstract Paintmage {U}{U/R}{R}

Creature -- Djinn Sorcerer

At the beginning of your first main phase, add {U}{R}. Spend this mana only to cast instant and sorcery spells.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Brush Off {2}{U}{U}

Instant

This spell costs {1}{U} less to cast if it targets an instant or sorcery spell.
Counter target spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Campus Composer {3}{U}

Creature -- Merfolk Bard

Ward {2}
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

3/4

- - - OTHER FACE - - -

## Aqueous Aria {4}{U}

Sorcery

Create a 3/3 blue and red Elemental creature token with flying.

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]

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## Conciliator's Duelist {W}{W}{B}{B}

Creature -- Kor Warlock

When this creature enters, draw a card. Each player loses 1 life.
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, exile up to one target creature. Return that card to the battlefield under its owner's control at the beginning of the next end step.

[sideboard]

4/3

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## 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

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## 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

**Playtest cards - Lennny - Limited (Limited RC Super Qualifier)** sheet 1/6 - 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.

## 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

## 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

## 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

## 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

## Molten-Core Maestro (1)(R)

Creature -- Goblin Bard

Menace
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, add an amount of {R} equal to this creature's power.

[sideboard]

2/2

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.

[sideboard]

1/2

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## 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

## Pensive Professor {1}{U}{U}

Creature -- Human 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.)
Whenever one or more +1/+1 counters are put on this creature, draw a card.

[sideboard]

**0/2**

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

## 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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Quandrix, the Proof {4}{G}{U}

Legendary Creature -- Elder Dragon

Flying, trample
Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)
Instant and sorcery spells you cast from your hand have cascade.

[sideboard]

**6/6**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Return to the Ranks {X}{W}{W}

Sorcery

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Return X target creature cards with mana value 2 or less from your graveyard to the battlefield.

[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]

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## 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

## Send in the Pest {1}{B}

Sorcery

Each opponent discards a card. You create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."

[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

## 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

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## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

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

## 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]

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**Playtest cards - Lennny - Limited (Limited RC Super Qualifier)** sheet 4/6 - 8 cards - 2.5 x 3.5 in each

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## 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.

[sideboard]

**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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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**

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

## The Dawning Archaic {10}

Legendary Creature -- Avatar

This spell costs {1} less to cast for each instant and sorcery card in your graveyard.
Reach
Whenever The Dawning Archaic attacks, you may cast target instant or sorcery card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.

[sideboard]

**7/7**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## 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**

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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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## Wisdom of Ages {4}{U}{U}{U}

Sorcery

Return all instant and sorcery cards from your graveyard to your hand. You have no maximum hand size for the rest of the game.
Exile Wisdom of Ages.

[sideboard]

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