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

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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Colorstorm Stallion {1}{U}{R}

Creature -- Elemental Horse

Ward {1}, haste
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, create a token that's a copy of this creature.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deduce {1}{U}

Instant

Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[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

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 - DennyWeinhardt - 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.

Essence Scatter {1}{U}

Instant

Counter target creature spell.

[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

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.

[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

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

Impractical Joke {R}

Sorcery

Damage can't be prevented this turn. Impractical Joke deals 3 damage to up to one target creature or planeswalker.

[sideboard]

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

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

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

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.

[sideboard]

3/2

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

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

Pursue the Past {R}{W}

Sorcery

You gain 2 life. You may discard a card. If you do, draw two cards.
Flashback {2}{R}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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Quick Study {2}{U}

Instant

Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rapturous Moment {4}{U}{R}

Sorcery

Draw three cards, then discard two cards. Add {U}{U}{R}{R}{R}.

[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

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.

[sideboard]

1/4

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.

[sideboard]

1/4

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

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Stock Up (2)(U)

Sorcery

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

[sideboard]

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

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.

[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

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

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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - DennyWeinhardt - Limited (Limited RC Super Qualifier) sheet 5/6 - 8 cards - 2.5 x 3.5 in each

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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

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

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