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

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

Angel's Grace (W)

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
You can't lose the game this turn and your opponents can't win the game this turn. Until end of turn, damage that would reduce your life total to less than 1 reduces it to 1 instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Omens (4)(B)

Sorcery

Converge -- Target player discards X cards, where X is the number of colors of mana spent to cast this spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blech, Loafing Pest (1)(B)(G)

Legendary Creature -- Pest

Whenever you gain life, put a +1/+1 counter on each Pest, Bat, Insect, Snake, and Spider you control.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brotherhood's End (1)(R)(R)

Sorcery

Choose one --
* Brotherhood's End deals 3 damage to each creature and each planeswalker.
* Destroy all artifacts with mana value 3 or less.

[sideboard]

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

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

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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

Burst Lightning {R}

Instant

Kicker {4} (You may pay an additional {4} as you cast this spell.)
Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.

[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

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.)

[sideboard]

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

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]

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

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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Daydream {W}

Sorcery

Exile target creature you control, then return that card to the battlefield under its owner's control with a +1/+1 counter on it. Flashback {2}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dig Site Inventory {W}

Sorcery

Put a +1/+1 counter on target creature you control. It gains vigilance until end of turn. Flashback {W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dina's Guidance {1}{B}{G}

Instant

Search your library for a creature card, reveal it, put it into your hand or graveyard, then shuffle.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eager Glyphmage {3}{W}

Creature -- Cat Cleric

When this creature enters, create a 1/1 white and black Inkling creature token with flying.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Efflorescence {2}{G}

Instant

Put two +1/+1 counters on target creature.
Infusion -- If you gained life this turn, that creature also gains trample and indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Environmental Scientist {1}{G}

Creature -- Human Druid

When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Environmental Scientist {1}{G}

Creature -- Human Druid

When this creature enters, you may search your library for a basic land card, reveal it, put it into your hand, then shuffle.

[sideboard]

2/2

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Essence Scatter {1}{U}

Instant

Counter target creature spell.

[sideboard]

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

Fix What's Broken {2}{W}{B}

Sorcery

As an additional cost to cast this spell, pay X life.
Return each artifact and creature card with mana value X from your graveyard to the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Follow the Lumarets {1}{G}

Sorcery

Infusion -- Look at the top four cards of your library. You may reveal a creature or land card from among them and put it into your hand. If you gained life this turn, you may instead reveal two creature and/or land cards from among them and put them into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forum Necroscribe {5}{B}

Creature -- Troll Warlock

Ward--Discard a card.
Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, return target creature card from your graveyard to the battlefield.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Garrison Excavator {3}{R}

Creature -- Orc Sorcerer

Menace (This creature can't be blocked except by two or more creatures.)
Whenever one or more cards leave your graveyard, create a 2/2 red and white Spirit creature token.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Garrison Excavator {3}{R}

Creature -- Orc Sorcerer

Menace (This creature can't be blocked except by two or more creatures.)
Whenever one or more cards leave your graveyard, create a 2/2 red and white Spirit creature token.

[sideboard]

3/4

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]

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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

Hop to It {2}{W}

Sorcery

Create three 1/1 white Rabbit creature tokens.

[sideboard]

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

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

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

Inkling Mascot {W}{B}

Creature -- Inkling Cat

Repartee -- Whenever you cast an instant or sorcery spell that targets a creature, this creature gains flying until end of turn.
Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Maelstrom Artisan {1}{R}{R}

Creature -- Minotaur Sorcerer

Haste
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 - - -

Rocket Volley {1}{R}

Sorcery

Destroy target nonbasic land.

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Mage Tower Referee {2}

Artifact Creature -- Construct

Whenever you cast a multicolored spell, put a +1/+1 counter on this creature.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mana Sculpt {1}{U}{U}

Instant

Counter target spell. If you control a Wizard, add an amount of {C} equal to the amount of mana spent to cast that spell at the beginning of your next main phase.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Noxious Newt {1}{G}

Creature -- Salamander

Deathtouch
{T}: Add {G}.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Orysa, Tide Choreographer {4}{U}

Legendary Creature -- Merfolk Bard

This spell costs {3} less to cast if creatures you control have total toughness 10 or greater.
When Orysa enters, draw two cards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Pestbrood Sloth {3}{G}

Creature -- Plant Sloth

Reach
When this creature dies, create two 1/1 black and green Pest creature tokens with "Whenever this token attacks, you gain 1 life."

[sideboard]

4/4

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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

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

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

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

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

Pull from the Grave {2}{B}

Sorcery

Return up to two target creature cards from your graveyard to your hand. You gain 2 life.

[sideboard]

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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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

Quick Study {2}{U}

Instant

Draw two cards.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

2/2

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

Root Manipulation {3}{B}{G}

Sorcery

Until end of turn, creatures you control get +2/+2 and gain menace and "Whenever this creature attacks, you gain 1 life." (A creature with menace can't be blocked except by two or more creatures.)

[sideboard]

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

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]

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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

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

Stand Up for Yourself {2}{W}

Instant

Destroy target creature with power 3 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stone Docent {1}{W}

Creature -- Spirit Chimera

{W}, Exile this card from your graveyard: You gain 2 life. Surveil 1. Activate only as a sorcery. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

3/1

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.)

[sideboard]

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

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.)

[sideboard]

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}.)

[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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Teacher's Pest {B}{G}

Creature -- Skeleton Pest

Menace (This creature can't be blocked except by two or more creatures.)
Whenever this creature attacks, you gain 1 life.
{B}{G}: Return this card from your graveyard to the battlefield tapped.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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

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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

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

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

Witherbloom, the Balancer (6)(B)(G)

Legendary Creature -- Elder Dragon

Affinity for creatures (This spell costs {1} less to cast for each creature you control.)
Flying, deathtouch
Instant and sorcery spells you cast have affinity for creatures.

[sideboard]

5/5

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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.