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

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

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

Applied Geometry {2}{G}{U}

Sorcery

Create a token that's a copy of target non-Aura permanent you control, except it's a 0/0 Fractal creature in addition to its other types. Put six +1/+1 counters on it.

[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

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

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

Bitter Triumph {1}{B}

Instant

As an additional cost to cast this spell, discard a card or pay 3 life.
Destroy target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - jakallo98 - Limited (Limited RC Super Qualifier) sheet 1/11 - 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.

Bogwater Lumaret {B}{G}

Creature -- Spirit Frog

Whenever this creature or another creature you control enters, you gain 1 life.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Borrowed Knowledge {2}{R}{W}

Sorcery

Choose one --
* Discard your hand, then draw cards equal to the number of cards in target opponent's hand.
* Discard your hand, then draw cards equal to the number of cards discarded this way.

[sideboard]

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

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

Chelonian Tackle {2}{G}

Sorcery

Target creature you control gets +0/+10 until end of turn. Then it fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)

[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

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

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

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Dreamroot Cascade

Land

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

[sideboard]

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

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

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

Emeritus of Abundance {2}{G}

Creature -- Elf Druid

Vigilance
This creature enters prepared.
Whenever this creature attacks, if you control eight or more lands, this creature becomes prepared.

[sideboard]

3/4

- - - OTHER FACE - - -

Regrowth {1}{G}

Sorcery

Return target card from your graveyard to your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emil, Vastlands Roamer {2}{G}

Legendary Creature -- Elf Druid

Creatures you control with +1/+1 counters on them have trample.
{4}{G}, {T}: Create a 0/0 green and blue Fractal creature token. Put X +1/+1 counters on it, where X is the number of differently named lands you control.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Empty the Warrens {3}{R}

Sorcery

Create two 1/1 red Goblin creature tokens.
Storm (When you cast this spell, copy it for each spell cast before it this turn.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Encouraging Aviator {2}{U}

Creature -- Bird Wizard

Flying
Whenever this creature attacks, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

2/3

- - - OTHER FACE - - -

Jump {U}

Instant

Target creature gains flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Ennis, Debate Moderator {1}{W}

Legendary Creature -- Human Cleric

When Ennis enters, exile up to one other target creature you control. Return that card to the battlefield under its owner's control at the beginning of the next end step.
At the beginning of your end step, if one or more cards were put into exile this turn, put a +1/+1 counter on Ennis.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Feed the Swarm {1}{B}

Sorcery

Destroy target creature or enchantment an opponent controls. You lose life equal to that permanent's mana value.

[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

Flow State {1}{U}

Sorcery

Look at the top three cards of your library. Put one of them into your hand and the rest on the bottom of your library in any order. If there is an instant card and a sorcery card in your graveyard, instead 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

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

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

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

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

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Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forum of Amity

Land

This land enters tapped.
{T}: Add {W} or {B}.
{2}{W}{B}, {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

Fractal Tender {3}{G}{U}

Creature -- Elf Wizard

Ward {2}
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 each end step, if you put a counter on this creature this turn, create a 0/0 green and blue Fractal creature token and put three +1/+1 counters on it.

[sideboard]

3/3

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

Harsh Annotation {1}{W}

Instant

Destroy target creature. Its controller creates a 1/1 white and black Inkling creature token with flying.

[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

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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

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

Kirol, History Buff {R}{W}

Legendary Creature -- Vampire Cleric

Whenever one or more cards leave your graveyard, Kirol becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

2/3

- - - OTHER FACE - - -

Pack a Punch {1}{R}{W}

Sorcery

Mill a card. Put two +1/+1 counters on target creature. It gains trample until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Landscape Painter {1}{U}

Creature -- Merfolk Wizard

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

[sideboard]

2/1

- - - OTHER FACE - - -

Vibrant Idea {4}{U}

Sorcery

Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leech Collector {1}{B}

Creature -- Human Warlock

Whenever you gain life for the first time each turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

2/2

- - - OTHER FACE - - -

Bloodletting {B}

Sorcery

Each opponent loses 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Playtest cards - jakallo98 - Limited (Limited RC Super Qualifier) sheet 6/11 - 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.

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

Mica, Reader of Ruins (3)(R)

Legendary Creature -- Human Artificer

Ward--Pay 3 life. (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays 3 life.)
Whenever you cast an instant or sorcery spell, you may sacrifice an artifact. If you do, copy that spell and you may choose new targets for the copy.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind into Matter (X)(G)(U)

Sorcery

Draw X cards. Then you may put a permanent card with mana value X or less from your hand onto the battlefield tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Molten Note (X)(R)(W)

Sorcery

Molten Note deals damage to target creature equal to the amount of mana spent to cast this spell. Untap all creatures you control.
Flashback {6}{R}{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

Moseo, Vein's New Dean (2)(B)

Legendary Creature -- Bird Skeleton Warlock

Flying
When Moseo enters, create a 1/1 black and green Pest creature token with "Whenever this token attacks, you gain 1 life."
Infusion -- At the beginning of your end step, if you gained life this turn, return up to one target creature card with mana value X or less from your graveyard to the battlefield, where X is the amount of life you gained this turn.

[sideboard]

2/1

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

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

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

Playtest cards - jakallo98 - Limited (Limited RC Super Qualifier) sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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Plains

Basic Land -- Plains

({T}: Add {W}.)

[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]

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

Rabid Attack {1}{B}

Instant

Until end of turn, any number of target creatures you control each get +1/+0 and gain "When this creature dies, draw a card."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rearing Embermare {4}{R}

Creature -- Horse Beast

Reach, haste

[sideboard]

4/5

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

Playtest cards - jakallo98 - Limited (Limited RC Super Qualifier) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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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

Repel Calamity {1}{W}

Instant

Destroy target creature with power or toughness 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Requisition Raid {W}

Sorcery

Spree (Choose one or more additional costs.)
+ {1} -- Destroy target artifact.
+ {1} -- Destroy target enchantment.
+ {1} -- Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

Skycoach Conductor {2}{U}

Creature -- Bird Pilot

Flash
Flying, vigilance
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 - - -

All Aboard {U}

Instant

Exile target non-Pilot creature you control, then return that card to the battlefield under its owner's control.

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

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

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

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

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

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

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Terramorphic Expanse

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

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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

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Playtest cards - jakallo98 - 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.

Transcendent Archaic (7)

Creature -- Avatar

Vigilance
Converge -- When this creature enters, you may draw X cards, where X is the number of colors of mana spent to cast this spell. If you draw one or more cards this way, discard two cards.

[sideboard]

6/6

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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

Witherbloom Charm (B)(G)

Instant

Choose one --
* You may sacrifice a permanent. If you do, draw two cards.
* You gain 5 life.
* Destroy target nonland permanent with mana value 2 or less.

[sideboard]

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