Academic Ascent {1}{W}

Instant

Target creature gets +2/+2 and gains flying until end of turn.
Empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Academic Ascent {1}{W}

Instant

Target creature gets +2/+2 and gains flying until end of turn.
Empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani's Anguish {X}{R}

Enchantment

When this enchantment enters, it deals X damage to any target.
Creatures you control have trample.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani Unrelenting {4}{R}{R}

Legendary Planeswalker -- Ajani

Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet.
[+1]: Creatures you control get +1/+0 and gain haste until end of turn.
[-2]: Discard your hand, then draw a card for each creature you control.
[-3]: Ajani deals 4 damage to each creature except for tokens you control.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Apex Witchstalker {4}{B}{B}

Creature -- Wolf

Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters or dies, you gain 2 life.
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Apex Witchstalker {4}{B}{B}

Creature -- Wolf

Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters or dies, you gain 2 life.
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Amphisbaena {1}{G}

Creature -- Snake

Deathtouch
When this creature enters, empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Awaken the Inferno {4}{R}

Sorcery

Awaken the Inferno deals 6 damage to target creature or planeswalker an opponent controls. Put a +1/+1 counter on up to one target creature you control.
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rooney56 - 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.

Campus Crier {1}{W}

Creature -- Human Advisor

{1}, Exile this card from your graveyard: Empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Campus Crier {1}{W}

Creature -- Human Advisor

{1}, Exile this card from your graveyard: Empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cast Away Doubt {2}{B}

Sorcery

Draw two cards. Cast Away Doubt deals 2 damage to each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra's Emberling {2}{R}

Creature -- Gremlin Elemental

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra's Emberling {2}{R}

Creature -- Gremlin Elemental

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clash of Elements {1}{U}{R}

Instant

Choose target nonland permanent. Its owner may put it on top of their library. If they do, Clash of Elements deals 2 damage to them. If they didn't put the card on top of their library, they put it on the bottom.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Compel Brutality {1}{G}

Instant

Choose one --
* Target creature you control deals damage equal to its power to target creature or planeswalker an opponent controls.
* Target planeswalker you control deals damage equal to its loyalty to target creature or planeswalker an opponent controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Craftwork Crusher {3}{R}{R}{G}{G}

Artifact Creature -- Boar Construct

Trample
When this creature enters, choose two --
* This creature deals 4 damage to target creature or planeswalker.
* Create a 2/2 colorless Wizard Soldier creature token named Cadet.
* Draw a card.

[sideboard]

7/5

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.

Danitha, Spear of Agony {2}{B}

Legendary Creature -- Human Knight

First strike
Whenever you cast a spell that targets an opponent or a creature an opponent controls, put a +1/+1 counter on Danitha.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eardrum Rattler {1}{R}

Creature -- Human Bard

{1}, {T}: Another target creature you control with power 2 or less can't be blocked this turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emergency Phytomedic {B/W}

Creature -- Dryad Cleric

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 - - -

Seed Suture {B/W}

Sorcery

Put a +1/+1 counter on target creature. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Essence Burn {1}{R}

Instant

Essence Burn deals 5 damage to target black or green creature or planeswalker. If that permanent would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Extended Absence {3}{B}

Instant

Exile target creature or planeswalker. Extended Absence deals 1 damage to each opponent and you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fblthp, Impossibly Lost {1}{U}

Legendary Creature -- Homunculus

When one or more of your opponents are dealt combat damage during your turn, draw two cards. If your library has no cards in it, you win the game. Fblthp's owner shuffles him into their library. (If you draw from an empty library this way, you still win the game.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fblthp, Knows the Way {X}{G}{G}

Legendary Creature -- Homunculus Scout

Domain -- Fblthp's power is equal to the number of basic land types among lands you control.
When Fblthp enters, search your library for up to X basic land cards with different names, reveal them, put them into your hand, then shuffle.

[sideboard]

***/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ferocity of the Hunt {1}{B/G}

Enchantment -- Aura

Flash
Enchant creature
Enchanted creature gets +1/+0 and has deathtouch.
When enchanted creature dies, return that card to the battlefield tapped under its owner's control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rooney56 - Limited (Limited RC Super Qualifier) sheet 3/11 - 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.

Flourishing Grapple {G}

Instant

Target creature or planeswalker an opponent controls that's red or white loses all abilities until end of turn. Target creature you control deals damage equal to its power to that permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hall of Echoes

Land

{T}: Add {C}.
{5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hapatra, the Desert Fang {2}{B}{B}{G}

Legendary Creature -- Human Cleric

When Hapatra enters, for each opponent, put X -1/-1 counters on up to one target creature that player controls, where X is the greatest mana value among cards in your graveyard.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Icy Reception {1}{U}

Instant

Choose one --
* Counter target creature or legendary spell unless its controller pays {3}.
* Target creature gets -5/-0 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Infinite Coursework {2}{U}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature. It becomes unprepared.
Enchanted creature loses all abilities and doesn't untap during its controller's untap step.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Karn, Gilded Guardian {2/W}{2/U}{2/B}{2/R}{2/G}

Legendary Artifact Creature -- Golem

Vigilance, trample
When Karn enters, draw a card for each color among other artifacts you control.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Konstrari Annex

Land

This land enters tapped unless you control a planeswalker.
{T}: Add {R} or {G}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Konstrari Charm {R}{G}

Instant

Choose one --
* Konstrari Charm deals 6 damage to target creature with flying.
* Put two +1/+1 counters on target creature. It gains trample until end of turn.
* Add {C}{C}{C}.

[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.

Konstrari Improviser (1)(R/G)

Creature -- Human Artificer

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 - - -

Soul Tether (2)(R/G)

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Konstrari Improviser (1)(R/G)

Creature -- Human Artificer

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 - - -

Soul Tether (2)(R/G)

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Koth, the Geomancer (2)(R)

Legendary Creature -- Human Warrior

Reach
Landfall -- Whenever a land you control enters, Koth deals 1 damage to each opponent. If that land is a Mountain, add {R}.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last Gasp (1)(B)

Instant

Target creature gets -3/-3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Last Gasp (1)(B)

Instant

Target creature gets -3/-3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loyal Tutor (W)

Instant

Search your library for a planeswalker card, reveal it, then shuffle and put that card on top.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mind Meanderer (3)(G)(U)(U)

Creature -- Bird Fish Illusion

Flying
This creature has vigilance as long as you control a Jace planeswalker. When this creature enters, it fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiply by Zero (1)(B)

Instant

Target creature has base power and toughness 0/0 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rooney56 - Limited (Limited RC Super Qualifier) sheet 5/11 - 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.

Murmuring Volume {3}

Artifact -- Book

{T}: Add one mana of any color.
{2}, {T}, Discard a card: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Precise Redaction {1}{U}

Instant

Counter target white or black spell.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Predictive Preparations {1}{W}

Sorcery

Put a +1/+1 counter on each of one or two target creatures.
Flashback {3}{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

Predictive Preparations {1}{W}

Sorcery

Put a +1/+1 counter on each of one or two target creatures.
Flashback {3}{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

Proft, Consulting Detective {1}{U}

Legendary Creature -- Human Detective

Whenever you scry or surveil, you may pay {2}. If you do, put a +1/+1 counter on Proft and draw a card. (Draw after you scry or surveil.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Proft, Sinister Mastermind {2}{B}

Legendary Creature -- Human Rogue

Threshold -- You can't cast this spell unless there are seven or more cards in your graveyard.
Menace
{B}, Discard this card: Target creature gets -3/-1 until end of turn.

[sideboard]

5/5

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.

Proft, Sinister Mastermind 2B

Legendary Creature -- Human Rogue

Threshold -- You can't cast this spell unless there are seven or more cards in your graveyard.
Menace
{B}, Discard this card: Target creature gets -3/-1 until end of turn.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prophesied End 1W

Instant

Destroy target creature. If it wasn't attacking, its controller draws a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Protege's Awakening 3U

Sorcery

Empower Jace 6. (Put six loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.") Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rank Rat 1B

Creature -- Zombie Rat

When this creature enters, each opponent discards a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Room of Refuge

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{5}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Room of Refuge

Land

This land enters tapped. As it enters, choose a color.
{T}: Add one mana of the chosen color.
{5}, {T}, Sacrifice this land: Put two +1/+1 counters on target creature. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saheeli, Consul of Oversight 3WW

Legendary Creature -- Human Advisor

Flying
Whenever you scry or surveil, create a 1/1 colorless Thopter artifact creature token with flying. This ability triggers only once each turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saheeli, Jewel of Avishkar 2UR

Legendary Creature -- Human Artificer

Thopters you control have haste.
Whenever you cast a noncreature spell, create a 1/1 colorless Thopter artifact creature token with flying.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rooney56 - Limited (Limited RC Super Qualifier) sheet 7/11 - 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.

Semester Foreseer {3}{U}

Creature -- Human Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
When this creature enters, surveil 1.

[sideboard]

3/4

- - - OTHER FACE - - -

Peer Review {2}{W/U}

Sorcery

Create a 2/2 colorless Wizard Soldier creature token named Cadet. Surveil 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitary Cell {R}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 3 or less until this artifact leaves the battlefield.
{1}, {T}, Discard a legendary card: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solve for Disappointment {1}{B}

Sorcery

Target opponent reveals their hand. You choose a nonland permanent card from it. That player discards that card.
Empower Jace 1. (Put a loyalty counter on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sureshot Sower {1}{G}

Creature -- Human Archer

Reach
{3}{G}, Discard this card: Destroy target creature with flying.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surgical Precision {1}{W}

Sorcery

Choose one --
* Destroy target creature with toughness 4 or greater. You gain 1 life.
* You draw a card and gain 2 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surveillance Phantasm {1}{U}

Creature -- Bird Illusion

Defender, flying, vigilance
As long as you've scried or surveilled this turn, this creature can attack as though it didn't have defender.
{3}{U}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Surveillance Phantasm {1}{U}

Creature -- Bird Illusion

Defender, flying, vigilance
As long as you've scried or surveilled this turn, this creature can attack as though it didn't have defender.
{3}{U}: Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rooney56 - Limited (Limited RC Super Qualifier) sheet 8/11 - 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.

Tetsuko Umezawa, Fugitive {1}{U}

Legendary Creature -- Human Rogue

Creatures you control with power or toughness 1 or less can't be blocked.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tetsuko Umezawa, Pursuer {3}{R}

Legendary Creature -- Human Mercenary

Double strike
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Whenever a creature an opponent controls with power or toughness 1 or less blocks, Tetsuko Umezawa deals 1 damage to that creature's controller.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Theorix Annex

Land

This land enters tapped unless you control a planeswalker.
{T}: Add {U} or {B}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tomik, Orzhov Lawmage {1}{W}

Legendary Creature -- Human Advisor

Flying
Planeswalkers you control have "No more than one creature can attack this planeswalker each combat."
{T}: Target creature with a +1/+1 counter on it gains flying until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinned Vision {1}{U/R}

Instant

Draw a card. If this spell wasn't cast from your hand, draw two cards instead.
Flashback--{1}{U/R}{U/R}, Discard a card. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinned Vision {1}{U/R}

Instant

Draw a card. If this spell wasn't cast from your hand, draw two cards instead.
Flashback--{1}{U/R}{U/R}, Discard a card. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Uldaros Theorix {3}{U}{B}{B}

Legendary Creature -- Elder Sphinx

Flying
When Uldaros Theorix enters, if you cast him, exile up to one target nonland card of each card type from your graveyard. Copy those cards. You may cast any number of spells with total mana value 6 or less from among the copies without paying their mana costs. (Permanent spells cast this way become tokens.)

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unflinching Hortimancer {1}{W}

Creature -- Human Cleric

Ward {1} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {1}.)
Whenever you gain life, put a +1/+1 counter on this creature.

[sideboard]

2/1

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.

Unsummon {U}

Instant

Return target creature to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Verdant Kraken {4}{G}{G}{G}

Creature -- Plant Kraken

At the beginning of each player's upkeep, you create a 3/3 green Forest Tentacle land creature token. (It has "{T}: Add {G}." It's affected by summoning sickness until your next turn.)

[sideboard]

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vigorbloom Annex

Land

This land enters tapped unless you control a planeswalker.
{T}: Add {G} or {W}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vinelasher Adept {4}{G}{G}

Creature -- Rhino Soldier

Reach
When this creature enters, put three +1/+1 counters on target creature.
Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska, the Cutting Glare {B}{B}{G}

Legendary Creature -- Gorgon Assassin

Deathtouch
When Vraska enters, if you control six or more lands, destroy target permanent an opponent controls. They create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Cryomancer {2}{U}

Legendary Enchantment

When Way of the Cryomancer enters, empower Jace 5. (Put five loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")
Planeswalkers you control have "[-3]: When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Mind Sculptor {4}{U}

Legendary Enchantment

When Way of the Mind Sculptor enters, empower Jace 5. (Put five loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")
Whenever you activate a loyalty ability, if you removed two or more loyalty counters to activate it, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Pyromancer {1}{R}

Legendary Enchantment

When Way of the Pyromancer enters, empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")
Planeswalkers you control have "[+1]: Add {R}."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rooney56 - 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.

Woodwork Prodigy (2)(R/G)

Creature -- Cat Druid

At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

3/3

- - - OTHER FACE - - -

Soul Tether (2)(R/G)

Sorcery

Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yuriko, Blade of the Mighty (3)(W)

Legendary Creature -- Human Samurai

During combat, players can't cast spells or activate abilities that aren't mana abilities.
Whenever a creature you control attacks a player alone, it gains double strike until end of turn.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yuriko, Blade of the Mighty (3)(W)

Legendary Creature -- Human Samurai

During combat, players can't cast spells or activate abilities that aren't mana abilities.
Whenever a creature you control attacks a player alone, it gains double strike until end of turn.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yuriko, Hope from the Shadows (U)

Legendary Creature -- Human Ninja

Flash
When Yuriko enters, choose one --
* Target creature gets -X/-0 until end of turn, where X is the number of cards in your graveyard.
* 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]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Rooney56 - Limited (Limited RC Super Qualifier) sheet 11/11 - 4 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.