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

Blossom-Blessed Angel {3}{W}

Creature -- Angel Cleric

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

[sideboard]

2/4

- - - OTHER FACE - - -

Seed Suture {G/W}

Sorcery

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Budding Insurgent {2}{G}

Creature -- Dryad Scout

Vigilance
Sacrifice this creature: Destroy target artifact or enchantment. If that permanent was a legendary enchantment, draw a card. Activate only as a sorcery.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Budding Insurgent {2}{G}

Creature -- Dryad Scout

Vigilance
Sacrifice this creature: Destroy target artifact or enchantment. If that permanent was a legendary enchantment, draw a card. Activate only as a sorcery.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Carnivorous Cultivator {1}{G}

Creature -- Elf Warlock

Deathtouch
This creature enters prepared.
Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand.

[sideboard]

2/3

- - - OTHER FACE - - -

Enroot {G}

Sorcery

Search your library for a land card, put it into your graveyard, then shuffle.

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, Chill of Compliance {1}{U}{U}

Legendary Planeswalker -- Chandra

[+1]: Surveil 1. If you put a noncreature, nonland card into your graveyard this way, put that card into your hand.
[+1]: Add {U}. Spend this mana only to cast a noncreature spell.
[-X]: Tap target artifact or creature. Put X stun counters on it.
[-6]: You get an emblem with "Whenever you cast a spell, draw a card."

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Charge the Sanctum {2}{R/W}

Instant

Choose one --
* Creatures you control get +2/+0 until end of turn.
* Target creature gets +2/+0 and gains first strike until end of turn. Put a +1/+1 counter on it.

[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.

Countersculpt {U}{U}

Instant

As an additional cost to cast this spell, behold a Jace or pay {1}. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)
Counter target spell. 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

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

Cryotheory Adept {1}{U}

Creature -- Human Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
{3}{U}, Exile this card from your graveyard: Tap target creature and put a stun counter on it. Activate only as a sorcery. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Danitha, Sword of Hope {2}{W}

Legendary Creature -- Human Knight

First strike
Whenever you cast an Equipment spell or a spell that targets a creature you control, draw a card. This ability triggers only once each turn.

[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

Entrust the Spark {3}{G}{U}

Sorcery

You may sacrifice a planeswalker. If you do, search your library for a planeswalker card, put it onto the battlefield, then shuffle.

[sideboard]

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

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.

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

Eye of Jace {1}

Artifact

At the beginning of your upkeep, surveil 1. Then if there are seven or more cards in your graveyard, sacrifice this artifact, it deals 2 damage to each opponent, and you gain 2 life. (To 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

Eye of Jace {1}

Artifact

At the beginning of your upkeep, surveil 1. Then if there are seven or more cards in your graveyard, sacrifice this artifact, it deals 2 damage to each opponent, and you gain 2 life. (To 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

Fateshaper Aspirant {4}{W}

Creature -- Rhino Cleric

When this creature enters, choose one --
* Return target legendary card from your graveyard to your hand.
* Put a +1/+1 counter on target creature. It gains vigilance and indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

3/4

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

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

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.

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fulminous Forte {2}{R}

Instant

Choose one --
* Fulminous Forte deals 1 damage to each creature and planeswalker your opponents control.
* Fulminous Forte deals 5 damage to target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Revival {2}{W}

Sorcery

Return target creature card with mana value 3 or less from your graveyard to the battlefield with an additional +1/+1 counter on it.
Flashback {4}{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

Germinate Recruits {2}{W}

Instant

Create X 2/2 colorless Wizard Soldier creature tokens named Cadet, where X is the amount of life you gained this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghalta the Unstoppable {8}{G}

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
Trample
Other creatures you control have trample.

[sideboard]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greenhouse Propagator {2}{G}

Creature -- Cat Druid

Whenever another creature you control enters, you gain 1 life.
{T}: Add {G}.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartwood Crafter {G}

Creature -- Elf Artificer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
{T}: Add {C}. This mana can't be spent to cast spells from your hand.

[sideboard]

1/1

- - - 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

Hunter's Axe {G}

Artifact -- Equipment

Equipped creature gets +2/+0 and has "Whenever this creature attacks, it gains your choice of trample or deathtouch until end of turn."
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[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.

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

Identity Echo {2}{R}

Enchantment

{3}{R}: Exile target creature or planeswalker you control. Reveal cards from the top of your library until you reveal a creature or planeswalker card. Put that card onto the battlefield and the rest on the bottom of your library in a random order. Activate only as a sorcery.

[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

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jace, Reality Sculptor {3}{U}{U}

Legendary Planeswalker -- Jace

[+1]: Empower Jace X, where X is the number of Islands you control.
[-3]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -5/-0 until end of turn.
[0]: Exile all but the bottom card of each opponent's library. Activate only if there are twenty-five or more loyalty counters among Jaces you control.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jiang Yanggu, Alone {4}{R}

Legendary Creature -- Human Berserker

Menace (This creature can't be blocked except by two or more creatures.)
Whenever a creature you control attacks a player alone, discard a card, then draw a card. Then put a +1/+1 counter on that creature for each card you've discarded this turn.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kindred Judgment {5}{W}{W}

Sorcery

Choose a creature type. Destroy all creatures that aren't of the chosen type.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kiora of Fire and Ashes {4}{R}{R}

Legendary Creature -- Merfolk Noble

When Kiora enters, create a 5/5 red Dragon creature token with flying.
{8}: Create a 5/5 red Dragon creature token with flying.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TheGodPharaoh - 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.

Kiora of Salt and Sand {1}{G}{U}

Legendary Creature -- Merfolk Noble

Whenever you attack, if you've activated a loyalty ability this turn, untap target attacking creature. It can't be blocked this turn.
Planeswalkers you control have "[-8]: Create an 8/8 blue Leviathan creature token with hexproof."

[sideboard]

2/4

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

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

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

Living Library {2}

Artifact Creature -- Book Illusion

{6}, Sacrifice this creature: Choose target creature or planeswalker an opponent controls. Its owner shuffles it into their library.

[sideboard]

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Loot, the Anomaly {2}{B}

Legendary Creature -- Beast Horror

If Loot's power is negative, he assigns combat damage as though his power were positive.
Threshold -- Sacrifice another creature or planeswalker: Loot gets -2/-0 until end of turn. Activate only if there are seven or more cards in your graveyard.

[sideboard]

-2/4

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.

Loot, the Nexus (2)(G)

Legendary Creature -- Beast Noble

{T}: Choose a color. Add one mana of that color for each different power among creatures you control.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marwyn, the Clearcutter (R)

Legendary Creature -- Elf Warrior

{2}, {T}, Sacrifice an artifact or land: Draw a card.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marwyn, the Preserver (1)(G)

Legendary Creature -- Elf Druid

Lands you control have hexproof. (They can't be the targets of spells or abilities your opponents control.)
{2}: Return target land card from your graveyard to your hand.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Trap (2)(W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Memory Trap (2)(W)

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindseeker Oculus (2)(U)

Creature -- Homunculus

When this creature enters, empower Jace 4. (Put four 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]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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.

Paradox Shaper {1}{U/B}

Creature -- Octopus Wizard

At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared.
{2}: Put target card from your graveyard on the bottom of your library.

[sideboard]

1/3

- - - OTHER FACE - - -

Omit Variables {U/B}

Sorcery

Mill three cards. (Put the top three cards of your library into your graveyard.)

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

Roiling Canopy

Land

This land enters tapped.
Whenever a Forest you control enters, if you control at least five other Forests, target creature you control gets +3/+3 until end of turn.
{T}: Add {G}.

[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

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

Silence the Echo {1}{B}

Sorcery

As an additional cost to cast this spell, sacrifice a creature or planeswalker or pay {3}.
Destroy target creature or planeswalker.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Something Worth Saving {1}{G}

Instant

Mill four cards. You may put a permanent card from among them into your hand. You gain 1 life. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - TheGodPharaoh - 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.

Sphinx's Approach (1)(U)(U)

Instant

Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle.
A deck can have any number of cards named Sphinx's Approach.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphinx's Approach (1)(U)(U)

Instant

Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle.
A deck can have any number of cards named Sphinx's Approach.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphinx's Approach (1)(U)(U)

Instant

Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle.
A deck can have any number of cards named Sphinx's Approach.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingerquill Annex

Land

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

[sideboard]

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tether Technician (4)(R)

Creature -- Minotaur Artificer

Reach
When this creature enters, you may discard a card. When you do, this creature deals 2 damage to any target.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tether Technician (4)(R)

Creature -- Minotaur Artificer

Reach
When this creature enters, you may discard a card. When you do, this creature deals 2 damage to any target.

[sideboard]

4/5

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.

Tether Technician (4)(R)

Creature -- Minotaur Artificer

Reach
When this creature enters, you may discard a card. When you do, this creature deals 2 damage to any target.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teyo, Diamondblade Mage (3)(B)

Legendary Creature -- Human Warlock

Flash
When Teyo enters, target permanent you control gains deathtouch until end of turn. Put a +1/+1 counter on it if it's a creature. Put a loyalty counter on it if it's a planeswalker.

[sideboard]

3/1

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

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

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

Way of the Mentor (2)(W)

Legendary Enchantment

When Way of the Mentor 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 gain life, put a loyalty counter on each planeswalker you control.

[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.

Way of the Warlord {2}{R}

Legendary Enchantment

When Way of the Warlord 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 "[-4]: This planeswalker deals 2 damage to up to one target creature or planeswalker and 2 damage to target player."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Wrecking Gecko {4}{G}

Artifact Creature -- Lizard Construct

Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)
{6}{G}{G}: This creature gets +4/+4 and gains trample until end of turn.

[sideboard]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yoshimaru, Scrappy Stray {1}{G}

Legendary Creature -- Dog

When Yoshimaru enters, another target creature you control fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
{6}: Put a +1/+1 counter on target nonlegendary creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Your Fate Ends Here {2}{W}

Instant

Destroy target creature or planeswalker with mana value 3 or greater. 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

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.