Artifist Acumen {R}

Sorcery

Creatures you control gain first strike until end of turn.
Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blessed Ghoul {W/B}

Creature -- Zombie Cleric

Lifelink
{2}{W/B}: Return this card from your graveyard to your hand.

[sideboard]

1/1

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

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

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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

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

Curse-Marred Demon {2}{R}{R}

Creature -- Demon

Flying, trample
When this creature enters, search your library for a card, put it into your hand, shuffle, then discard a card at random.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Diviner of Victory {U}

Creature -- Dwarf Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Whenever you scry or surveil, this creature gets +1/+1 until end of turn.

[sideboard]

1/1

- - - OTHER FACE - - -

Unwind History {1}{U}

Sorcery

Return target creature an opponent controls with mana value 3 or less to its owner's hand. Surveil 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Edgar, Moonlit Sovereign {3}{G}{G}

Legendary Creature -- Werewolf Noble

Flash
At the beginning of your end step, if you didn't cast a spell this turn, put two +1/+1 counters on Edgar.
{4}{G}: Put a +1/+1 counter on each creature you control with a +1/+1 counter on it.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emergency Phytomedic {G/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 {G/W}

Sorcery

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

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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

Graft Surgeon {2}{W}

Creature -- Human Cleric

This creature enters with a +1/+1 counter on it.
When this creature dies, put its counters on up to one target creature you control.

[sideboard]

2/2

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

Heartstring Puller {3}{R}

Creature -- Elf Sorcerer

Trample
When this creature enters, create a 2/2 colorless Wizard Soldier creature token named Cadet.

[sideboard]

3/1

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

Innovative Commons

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspired Tethermage {2}{G}

Creature -- Elf Warrior

Whenever you put one or more loyalty counters on a planeswalker, put a +1/+1 counter on this creature.
{6}: 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]

3/2

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Keeper of the Quiet Hour {3}

Artifact Creature -- Chimera

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]

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

Liliana the Repentant {1}{B}

Legendary Creature -- Human Warlock

Whenever another creature or planeswalker you control enters, mill two cards.
Exhaust -- {5}{B}: Return target creature or planeswalker card from your graveyard to the battlefield. Put a +1/+1 counter on Liliana. Activate only as a sorcery. (Activate each exhaust ability only once.)

[sideboard]

2/2

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

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

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

Mabel, Bitter Recluse {B}

Legendary Creature -- Mouse Warlock

Deathtouch
When Mabel enters, remove up to three counters from another target creature or planeswalker.

[sideboard]

1/1

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Mabel, Valley Hero {1}{R}{W}

Legendary Creature -- Mouse Soldier

Whenever Mabel or another creature you control enters, put a +1/+1 counter on target creature that entered this turn.

[sideboard]

1/2

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

Medic's Kitesail {2}

Artifact -- Equipment

Equipped creature gets +1/+0 and has flying and "Whenever this creature attacks, you gain 1 life."
Equip {2} ({2}: Attach to target creature you control. Equip only as a sorcery.)

[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

No Admittance {1}{R}

Sorcery

No Admittance deals 3 damage to any target.
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

No Admittance {1}{R}

Sorcery

No Admittance deals 3 damage to any target.
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

Overwrite the Multiverse {4}{B}{B}

Sorcery

Exile all creatures. Empower Jace X, where X is the number of creatures exiled this way. (Put that many 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

Perfected Theory {U}

Instant

Choose one --
* Target creature has base power and toughness 1/1 until end of turn.
* Target creature has base power and toughness 4/5 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Plains

Basic Land -- Plains

({T}: Add {W}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plan for All Outcomes {3}{U}

Enchantment

When this enchantment enters, the owner of up to one other target nonland permanent puts it on their choice of the top or bottom of their library.
Whenever you cast your first noncreature spell each turn, 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

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

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

Prophesied End {1}{W}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prophesied End {1}{W}

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 {3}{U}

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]

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Prudent Fateseer {1}{W/U}{W/U}

Creature -- Dwarf Wizard

This creature enters prepared.
Whenever you scry or surveil, creatures you control get +1/+0 until end of turn. This ability triggers only once each turn.

[sideboard]

1/4

- - - 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

Rewrite Regrets {3}{B}

Sorcery

Return target creature or planeswalker card with mana value 6 or less from your graveyard to the battlefield.
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

Rewrite Regrets {3}{B}

Sorcery

Return target creature or planeswalker card with mana value 6 or less from your graveyard to the battlefield.
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

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

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

Solarium Sentry {G}{W}

Creature -- Cat Soldier

Whenever an opponent casts a spell with mana value 2 or less, you gain 2 life.

[sideboard]

3/3

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

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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

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

Tam's Resistance {1}{G/U}

Sorcery

Put a +1/+1 counter on up to one target creature. It gains vigilance until end of turn.
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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminal Criticism {1}{B}

Instant

Destroy target creature or planeswalker that's blue or red. You gain 1 life.

[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

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

Theoretical Necromancer {2}{B}

Creature -- Vampire Warlock

{3}{B}, Exile this card from your graveyard: Return another target creature card from your graveyard to your hand.

[sideboard]

4/1

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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

Traxos, Academy Guardian {3}{U}

Legendary Artifact Creature -- Dragon Construct

This spell costs {2} less to cast if you've cast a noncreature spell this turn.
Flying, vigilance
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

[sideboard]

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traxos, Scourge Eternal {4}

Legendary Artifact Creature -- Dragon Construct

Trample
Traxos doesn't untap during your untap step.
Whenever you cast an artifact or creature spell, untap Traxos.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twisted Fates {2}{W}{W}{B}

Sorcery

Destroy target nonland permanent.
Put a +1/+1 counter on each creature target player controls.

[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

Unsummon {U}

Instant

Return target creature to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unsummon {U}

Instant

Return target creature to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Vigorbloom Charm {G}{W}

Instant

Choose one --
* Target permanent you control gains hexproof and indestructible until end of turn.
* You draw a card and gain 3 life.
* Put a +1/+1 counter on target creature you control. Then it fights target creature an opponent controls. (Each deals damage equal to its power to the other.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Deathbringer {2}{B}

Legendary Enchantment

When Way of the Deathbringer 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 "[-2]: You may sacrifice a creature. If you do, create a 4/4 green Beast creature token with trample."

[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 Necromancer {1}{B}

Legendary Enchantment

When Way of the Necromancer 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.")
Whenever a creature you control dies, put a loyalty counter on each planeswalker you control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Paradox {2}{G}

Legendary Enchantment

When Way of the Paradox 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, you gain 1 life. You may play an additional land this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Wildspeaker {4}{G}

Legendary Enchantment

When Way of the Wildspeaker enters, empower Jace 7. (Put seven 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]: Create a 4/4 green Beast creature token with trample."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whiplash Wordsmith {3}{B/R}

Creature -- Vampire Sorcerer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
As long as an opponent was dealt noncombat damage this turn, this creature has flying and haste.

[sideboard]

3/3

- - - OTHER FACE - - -

Vicious Verse {B/R}

Sorcery

Vicious Verse deals 1 damage to target opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - mysteryman21 - 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.

Whiplash Wordsmith 3 B/R

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[sideboard]

3/3

- - - OTHER FACE - - -

Vicious Verse B/R

Sorcery

Vicious Verse deals 1 damage to target opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter, Team Player 4 R

Legendary Creature -- Human Warrior

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Whenever you cast a noncreature spell, creatures you control get +1/+0 until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Winter, Tormented Loner 2 B

Legendary Creature -- Human Warlock

When Winter enters, you may sacrifice a creature or planeswalker. When you do, each opponent sacrifices a creature of their choice.
Winter gets +1/+0 for each creature and planeswalker card in your graveyard.

[sideboard]

0/3

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

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.