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

Aerid Konstrari {1}{R}{G}{G}

Legendary Creature -- Elder Sphinx

Flying
When Aerid Konstrari enters or dies, create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}.")
{6}: Create a Heartwood token. Then Aerid Konstrari gets +X/+0 until end of turn, where X is the number of artifacts you control.

[sideboard]

5/4

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

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

Arni, Renowned Champion {3}{R}

Legendary Creature -- Human Berserker

Trample
Whenever another creature you control enters, Arni gets +X/+0 until end of turn, where X is that creature's power.

[sideboard]

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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 - Thunus - Limited (Limited RC Super Qualifier) sheet 1/6 - 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.

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

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

Formidable Commons

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gallia, the Merrymaker (1)(R)

Legendary Creature -- Satyr

Haste
Each other creature you control with a +1/+1 counter on it has haste.
{1}{R}, {T}: Put a +1/+1 counter on target creature that entered this turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Garruk, Curse Breaker (3)(G)(G)

Legendary Planeswalker -- Garruk

Whenever a creature you control with power 4 or greater enters, draw a card.
[+2]: Untap up to two target lands.
[-3]: Create a 4/4 green Beast creature token with trample.
[-4]: Until your next turn, whenever one or more creatures attack one of your opponents, those creatures get +2/+2 and gain trample until end of turn.

[sideboard]

L 5

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

Hallway Heckler

Card

[sideboard]

- - - OTHER FACE - - -

Hallway Heckler

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallway Heckler

Card

[sideboard]

- - - OTHER FACE - - -

Hallway Heckler

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Thunus - Limited (Limited RC Super Qualifier) sheet 2/6 - 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.

Haunted Ridge

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Heartstring Puller 3R

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

Heartstring Puller 3R

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

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

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

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

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

Marwyn, the Preserver 1G

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

Playtest cards - Thunus - Limited (Limited RC Super Qualifier) sheet 3/6 - 8 cards - 2.5 x 3.5 in each

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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

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

Rampart Hunter {3}{B}

Creature -- Horror

Deathtouch
When this creature enters, target creature gets +2/+2 and gains deathtouch until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rank Rat {1}{B}

Creature -- Zombie Rat

When this creature enters, each opponent discards a card.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restore with Empathy {2}{G}

Instant

Return target permanent card from your graveyard to your hand. You gain 4 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Restore with Empathy {2}{G}

Instant

Return target permanent card from your graveyard to your hand. You gain 4 life.

[sideboard]

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

Skilled Battlecarver {1}{R}

Creature -- Human Warrior

During your turn, this creature has first strike.
{1}{R}: This creature gets +1/+0 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Something Worth Saving 1G

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

Stingerquill Voxmancer B/R

Creature -- Goblin Sorcerer

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]

1/2

- - - OTHER FACE - - -

Vicious Verse B/R

Sorcery

Vicious Verse deals 1 damage to target opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tam, the Possibility 1GU

Legendary Creature -- Gorgon Wizard

Planeswalker spells you cast cost {1} less to cast.
{W}{U}{B}{R}{G}, {T}: Proliferate X times, where X is the number of planeswalker types among planeswalkers you control. (To proliferate, choose any number of permanents and/or players, then give each another counter of each kind already there.)

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tethermage's Advantage G

Instant

Target creature gets +2/+2 and gains reach until end of turn. Untap it.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tether Technician 4R

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

The Echoverse Fulcrum 2

Legendary Artifact

When The Echoverse Fulcrum enters, draw a card, then discard a card.
{5}, {T}, Exile The Echoverse Fulcrum: Destroy all creatures. Activate only as a sorcery.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vinelasher Adept 4GG

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 Paradox 2G

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

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Way of the Pyromancer 1R

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

Wrath of the Bloodmane 2R

Instant

This spell costs {1} less to cast if you control a legendary creature. Wrath of the Bloodmane deals 4 damage to target creature or planeswalker.

[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.