Afterthought Sentry {2}

Artifact Creature -- Gargoyle

{2}: This creature gains flying until end of turn.
Whenever this creature attacks, exile up to one target card from a graveyard.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archive Arbiter {6}

Artifact Creature -- Sphinx

Flying
When this creature enters, choose one --
* Destroy target noncreature, nonland permanent.
* You gain 4 life.

[sideboard]

4/4

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

Blazing Crescendo {1}{R}

Instant

Target creature gets +3/+1 until end of turn.
Exile the top card of your library. Until the end of your next turn, you may play that card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blazing Crescendo {1}{R}

Instant

Target creature gets +3/+1 until end of turn.
Exile the top card of your library. Until the end of your next turn, you may play that card.

[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 {5/W}

Sorcery

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

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

Playtest cards - MJ_23 - 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.

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

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

Divining Duelist {2}{U}

Creature -- Merfolk Wizard

Flash
When this creature enters, choose one --
* Tap target creature.
* Untap target creature.
* Draw a card, then discard a card.

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Divining Duelist {2}{U}

Creature -- Merfolk Wizard

Flash
When this creature enters, choose one --
* Tap target creature.
* Untap target creature.
* Draw a card, then discard a card.

[sideboard]

3/2

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

Enlightened Confidant {1}{W}

Creature -- Kor Cleric

Lifelink
At the beginning of your end step, if you gained life this turn, surveil 1. If you put a card with mana value less than or equal to the amount of life you gained this turn into your graveyard this way, put that card into your hand.

[sideboard]

2/1

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

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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

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

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

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

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

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

Guiding Hydra {X}{W}

Creature -- Hydra Horror

This creature enters with X +1/+1 counters on it.
At the beginning of combat on your turn, you may remove a +1/+1 counter from this creature. If you do, put a +1/+1 counter on each other creature you control.

[sideboard]

1/0

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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

Hexhaven Battalion {4}{W}{W}

Sorcery

Create three 2/2 colorless Wizard Soldier creature tokens named Cadet.
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.")
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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[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

Koth of the Homestead {2}{W}

Legendary Creature -- Human Citizen

Landfall -- Whenever a land you control enters, you gain 1 life.
Whenever a Plains you control enters, put a +1/+1 counter on target creature.

[sideboard]

2/3

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

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Last Gasp {1}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lich's Relic {B}

Artifact -- Equipment

When this Equipment enters, you may pay {2}. When you do, for each opponent, destroy up to one target creature or planeswalker that player controls.
Equipped creature gets +2/+1.
Equip {2}

[sideboard]

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

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

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

Meticulous Commons

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Null Summoner {2}{U}{B}

Creature -- Human Warlock

When this creature enters, if you cast it, target opponent reveals their hand. You choose a nonland card from it. Exile that card.
Threshold -- As long as there are seven or more cards in your graveyard, you may cast the exiled card, and mana of any type can be spent to cast that spell.

[sideboard]

4/2

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

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

Recursive Recruitment {2}{U}{B}

Sorcery

Create two 2/2 colorless Wizard Soldier creature tokens named Cadet. If this spell was cast from a graveyard, put a +1/+1 counter on each of them for every three cards in your graveyard.
Flashback {6}{U}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Repurposed Enforcer {1}{W}

Creature -- Human Soldier

Whenever this creature attacks, empower Jace X, where X is the number of creatures you control. (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]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Saheeli, Consul of Oversight {3}{W}{W}

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 {2}{U}{R}

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

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

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 Charm {B}{R}

Instant

Choose one --
* Stingerquill Charm deals 3 damage to any target.
* Target creature gains first strike and deathtouch until end of turn.
* Create a 2/2 colorless Wizard Soldier creature token named Cadet. It gains haste until end of turn.

[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

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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

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

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

Teyo, Lightshield Expert {1}{W}

Legendary Creature -- Human Cleric

Flash
When Teyo enters, target permanent you control gains hexproof 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. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

1/1

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Theorix Metamage {2}{U/B}

Creature -- Shade Wizard

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Threshold -- This creature gets +1/+0 and has flying as long as there are seven or more cards in your graveyard.

[sideboard]

2/3

- - - 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

Playtest cards - MJ_23 - Limited (Limited RC Super Qualifier) sheet 8/11 - 8 cards - 2.5 x 3.5 in each

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Tomik, Izzet Sparkmage {1}{R}

Legendary Creature -- Human Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
If a source you control would deal noncombat damage to an opponent or a permanent an opponent controls, it deals that much damage plus 1 instead.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Transformative Commons

Land

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

[sideboard]

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

Undulating Witness {4}{U}

Creature -- Serpent

Flying
{2}: This creature gets +1/-1 until end of turn.
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]

3/5

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

Vigorbloom Vanguard {1}{G/W}

Creature -- Troll Druid

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
Each creature you control with a +1/+1 counter on it has vigilance.

[sideboard]

2/2

- - - 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

Vraska, Soul of Stone {U}{R}{W}

Legendary Creature -- Gorgon Wizard

Artifact creatures you control have vigilance.
Whenever you cast a noncreature spell, create a 1/1 colorless Sculpture Treasure artifact creature token with "{T}, Sacrifice this token: Add one mana of any color."

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Way of the Cryomancer 2U

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 Deathbringer 2B

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 Deathbringer 2B

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 Healer 3W

Legendary Enchantment

When Way of the Healer 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]: Create a 2/2 colorless Wizard Soldier creature token named Cadet. Surveil 1."

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Mentor 2W

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

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

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]

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Way of the Wildspeaker 4G

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]

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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}

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.

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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

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Wrath of the Bloodmane {2}{R}

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]

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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

Playtest cards - MJ_23 - Limited (Limited RC Super Qualifier) sheet 11/11 - 4 cards - 2.5 x 3.5 in each

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