Apex Witchstalker {4}{B}{B}

Creature -- Wolf

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

[sideboard]

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Apex Witchstalker {4}{B}{B}

Creature -- Wolf

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

[sideboard]

6/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arcane Amphisbaena {1}{G}

Creature -- Snake

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

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arni, Humble Scribe {2}{U}

Legendary Creature -- Human Wizard

Whenever another nontoken creature you control enters, untap Arni.
{T}: Draw a card, then discard a card.

[sideboard]

3/2

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

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

Playtest cards - Furyant - 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.

Chandra's Emberling {2}{R}

Creature -- Gremlin Elemental

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chandra's Emberling {2}{R}

Creature -- Gremlin Elemental

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Frostbite Pyromental {U}{R}{R}

Creature -- Elemental

Trample, haste
Whenever this creature deals combat damage to a player, draw two cards.
At the beginning of the end step, sacrifice this creature.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Geist of Saint Thalia {1}{U}

Legendary Creature -- Spirit Cleric

Flying
Noncreature spells you cast cost {1} less to cast.

[sideboard]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Furyant - Limited (Limited RC Super Qualifier) sheet 2/11 - 8 cards - 2.5 x 3.5 in each

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Geist of Saint Thalia {1}{U}

Legendary Creature -- Spirit Cleric

Flying
Noncreature spells you cast cost {1} less to cast.

[sideboard]

1/2

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

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

Grim Repriser {B}{R}

Creature -- Zombie Bard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
{B}{R}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if an opponent has been dealt noncombat damage this turn. (If a creature with a finality counter on it would die, exile it instead.)

[sideboard]

2/2

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

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

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

Hexhaven Dueling Arena

Land

{T}: Add {C}.
{2}, {T}: Target creature that attacked this turn becomes prepared. Activate only as a sorcery. (Only creatures with prepare spells can become prepared.)
{4}, {T}: Target creature becomes prepared.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Hexhaven Invigorator {G}{G}{G}{G}

Creature -- Chimera Horror

Vigilance
Whenever this creature is dealt damage, you may search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.

[sideboard]

6/6

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

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

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

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]

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

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

Last Gasp {1}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Furyant - Limited (Limited RC Super Qualifier) sheet 4/11 - 8 cards - 2.5 x 3.5 in each

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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

Master of Barbs {1}{R}

Creature -- Lizard Bard

Menace
Whenever one or more opponents are dealt noncombat damage, creatures you control get +1/+0 until end of turn.

[sideboard]

2/1

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Refute Destiny {1}{W}

Sorcery

Exile target creature or planeswalker that's green or blue. 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

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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

Rise of the Deathbringer (4)(B)

Instant

Choose one --
* Draw cards equal to the greatest power among creatures you control. You lose life equal to the number of cards drawn this way.
* All creatures get -3/-3 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ruric Thar, Magecrusher (5)(G)(G)

Legendary Creature -- Ogre Warrior

This spell can't be countered.
Reach, vigilance, trample
Ruric Thar has hexproof as long as they haven't dealt combat damage yet. (They can't be the target of spells or abilities your opponents control.)

[sideboard]

7/7

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

Screeching Soulbreaker (2)(B)

Creature -- Siren Bard

Flying
Whenever this creature attacks, it deals 1 damage to each opponent and you gain 1 life.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Screeching Soulbreaker (2)(B)

Creature -- Siren Bard

Flying
Whenever this creature attacks, it deals 1 damage to each opponent and you gain 1 life.

[sideboard]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shatterwing Pegasus (2)(W)

Creature -- Pegasus

Flying
{4}{W}: Creatures you control get +1/+1 until end of turn.

[sideboard]

2/3

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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

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

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

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

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

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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

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

Thalia, the Survivor {3}{W}

Legendary Creature -- Human Soldier

Lifelink
Noncreature spells your opponents cast cost {1} more to cast.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tinybones, Pocket Nuisance {2}{B}

Legendary Creature -- Skeleton Rogue

When Tinybones enters, each opponent discards a card.
Whenever a player discards one or more cards, Tinybones deals 1 damage to each opponent.

[sideboard]

2/1

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

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

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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

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

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

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

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

Void Extrapolator {1}{B}

Creature -- Aetherborn Warlock

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/+1 as long as there are seven or more cards in your graveyard.

[sideboard]

2/2

- - - 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

Void Extrapolator {1}{B}

Creature -- Aetherborn Warlock

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/+1 as long as there are seven or more cards in your graveyard.

[sideboard]

2/2

- - - 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

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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]

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Way of the Necromancer 1B

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]

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Way of the Warlord 2R

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

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Woodwork Prodigy 2R/G

Creature -- Cat Druid

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

[sideboard]

3/3

- - - OTHER FACE - - -

Soul Tether 2R/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

Playtest cards - Furyant - 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.

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

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

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

Yuriko, Hope from the Shadows U

Legendary Creature -- Human Ninja

Flash
When Yuriko enters, choose one --
* Target creature gets -X/-0 until end of turn, where X is the number of cards in your graveyard.
* Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.