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

Bestial Incursion (3)(G)

Sorcery

Create a 4/4 green Beast creature token with trample.
Flashback {5}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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

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

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

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

Playtest cards - jodok - 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.

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

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

Desperate Futurescribe {2}{W}{U}

Creature -- Kor Scout

Flying
At the beginning of combat on your turn, another target creature you control gets +1/+1 until end of turn. If you've scried or surveilled this turn, put a +1/+1 counter on that creature instead.

[sideboard]

3/4

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

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

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

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

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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Fatehold Annex

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flickering Hound {3}{W}

Creature -- Dog

Whenever you cast a creature spell, exile up to one other target creature you control, then return that card to the battlefield under its owner's control.

[sideboard]

2/2

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

Gallia, Tragic Host {1}{B}

Legendary Creature -- Zombie Satyr

Menace (This creature can't be blocked except by two or more creatures.)
{4}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield tapped with a +1/+1 counter on her.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gallia, Tragic Host {1}{B}

Legendary Creature -- Zombie Satyr

Menace (This creature can't be blocked except by two or more creatures.)
{4}{B}, Exile another creature card from your graveyard: Return this card from your graveyard to the battlefield tapped with a +1/+1 counter on her.

[sideboard]

2/1

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 Immovable {8}{W}

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the greatest toughness among creatures you control.
Creatures you control can attack as though they didn't have defender.
Each creature you control with toughness greater than its power assigns combat damage equal to its toughness rather than its power.

[sideboard]

0/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

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

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

Playtest cards - jodok - Limited (Limited RC Super Qualifier) sheet 4/11 - 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.

Island

Basic Land -- Island

({T}: Add {U}.)

[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

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

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

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

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

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

Playtest cards - jodok - Limited (Limited RC Super Qualifier) sheet 5/11 - 8 cards - 2.5 x 3.5 in each

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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

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

Lyra, Archangel of Dawn {2}{W}

Legendary Creature -- Angel Knight

Flying
Whenever you gain life, put a +1/+1 counter on each Angel you control.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Massacre Girl, Most Wanted {4}{B}

Legendary Creature -- Human Assassin

Whenever another creature or planeswalker you control dies, Massacre Girl deals 1 damage to target opponent and you gain 1 life.
Whenever an opponent is dealt noncombat damage, put a +1/+1 counter on Massacre Girl.

[sideboard]

4/4

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

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

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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

Pia, Aether Ascetic {2}{G}

Legendary Creature -- Human Druid

When Pia enters, you may discard a card. If you do, search your library for an enchantment card, reveal it, put it into your hand, then shuffle.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pia, Determined Rebuilder {2}{R}

Legendary Creature -- Human Artificer

When Pia enters, create a 1/1 colorless Thopter artifact creature token with flying.
{5}{R}: Target creature gets +X/+0 until end of turn, where X is the number of artifacts you control.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pompous Battlemage {R}

Creature -- Goblin Sorcerer

Prowess
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 - - -

Improvised Act {R}

Sorcery

You may discard a card. If you do, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Proft, Consulting Detective {1}{U}

Legendary Creature -- Human Detective

Whenever you scry or surveil, you may pay {2}. If you do, put a +1/+1 counter on Proft and draw a card. (Draw after you scry or surveil.)

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Proft, Sinister Mastermind {2}{B}

Legendary Creature -- Human Rogue

Threshold -- You can't cast this spell unless there are seven or more cards in your graveyard.
Menace
{B}, Discard this card: Target creature gets -3/-1 until end of turn.

[sideboard]

5/5

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

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Rescue Girl, First Responder {2}{W}

Legendary Creature -- Human Cleric

Flying
{T}: Return another target permanent you control to its owner's hand. Activate only during your turn.

[sideboard]

1/3

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

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

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

Shatterwing Pegasus {2}{W}

Creature -- Pegasus

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

[sideboard]

2/3

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

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

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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

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

Stinging Vitriol {B}{R}

Sorcery

Stinging Vitriol deals 2 damage to target opponent. That player reveals their hand. You choose a nonland card from it. They discard that card.

[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

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

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[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

Tenured Tethermage {1}{R}{G}

Creature -- Human Artificer

When this creature enters, you may sacrifice a land. If you do, create two tapped Heartwood tokens. (They're red and green artifacts with "{T}: Add {R} or {G}.")
Tap two untapped artifacts you control: Put two +1/+1 counters on this creature.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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 {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

Theorix Charm {U}{B}

Instant

Choose one --
* Counter target noncreature spell unless its controller pays {2}.
* Target creature gets -2/-2 until end of turn.
* Mill three cards, then draw a card. (To mill three cards, put the top three cards of your library into your graveyard.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Tomik, Orzhov Lawmage {1}{W}

Legendary Creature -- Human Advisor

Flying
Planeswalkers you control have "No more than one creature can attack this planeswalker each combat."
{T}: Target creature with a +1/+1 counter on it gains flying until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tomik, Orzhov Lawmage {1}{W}

Legendary Creature -- Human Advisor

Flying
Planeswalkers you control have "No more than one creature can attack this planeswalker each combat."
{T}: Target creature with a +1/+1 counter on it gains flying until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twinned Vision {1}{U/R}

Instant

Draw a card. If this spell wasn't cast from your hand, draw two cards instead.
Flashback--{1}{U/R}{U/R}, Discard a card. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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[sideboard]

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Playtest cards - jodok - 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.

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

Unsummon (U)

Instant

Return target creature to its owner's hand.

[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

Violent Echoes (2)(R)(R)

Instant

Violent Echoes deals 6 damage to target creature or planeswalker. If excess damage was dealt to that permanent this way, empower Jace X, where X is that excess damage. (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]

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