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

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

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

Fblthp, Knows the Way {X}{G}{G}

Legendary Creature -- Homunculus Scout

Domain -- Fblthp's power is equal to the number of basic land types among lands you control.
When Fblthp enters, search your library for up to X basic land cards with different names, reveal them, put them into your hand, then shuffle.

[sideboard]

***/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fblthp, Knows the Way {X}{G}{G}

Legendary Creature -- Homunculus Scout

Domain -- Fblthp's power is equal to the number of basic land types among lands you control.
When Fblthp enters, search your library for up to X basic land cards with different names, reveal them, put them into your hand, then shuffle.

[sideboard]

***/2**

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

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

Playtest cards - takeInitiative - 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.

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

Hallway Heckler

Card

[sideboard]

- - - OTHER FACE - - -

Hallway Heckler

Card

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

Heartwood Crafter (G)

Creature -- Elf Artificer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
{T}: Add {C}. This mana can't be spent to cast spells from your hand.

[sideboard]

1/1

- - - 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

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

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

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

Playtest cards - takeInitiative - 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.

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

Konstrari Improviser 1R/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 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

Konstrari Improviser 1R/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 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

Konstrari Improviser 1R/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 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

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

Liliana the Repentant 1B

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

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

Mind Meanderer 3GUU

Creature -- Bird Fish Illusion

Flying
This creature has vigilance as long as you control a Jace planeswalker.
When this creature enters, it fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - takeInitiative - Limited (Limited RC Super Qualifier) sheet 3/6 - 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.

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

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

Samut, Hazoret's Champion (1)(R)

Legendary Creature -- Human Warrior Cleric

Creatures you control have haste.

[sideboard]

2/2

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

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

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

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

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Tether Technician {4}{R}

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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

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

Titanbones, Towering Heart {3}{G}

Legendary Creature -- Skeleton Druid

Reach
Whenever you gain life, put two +1/+1 counters on Titanbones.
When you discard this card, you gain 3 life.

[sideboard]

4/3

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

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

Woodwork Prodigy {2}{R/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 {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

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]

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.

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

Wrecking Gecko 4G

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

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.