Aerid Konstrari — 1 R G G

Legendary Creature -- Elder Sphinx

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

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

Blessed Ghoul — W/B

Creature -- Zombie Cleric

Lifelink
{2}{W/B}: Return this card from your graveyard to your hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bloombrute — 2 G W

Creature -- Plant Elemental

Whenever you gain life, draw a card. This ability triggers only once each turn.
{4}{G}{W}: Target creature gains trample and lifelink until end of turn.

[sideboard]

4/4

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

Cast Away Doubt — 2 B

Sorcery

Draw two cards. Cast Away Doubt deals 2 damage to each player.

[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.

Cast Away Doubt {2}{B}

Sorcery

Draw two cards. Cast Away Doubt deals 2 damage to each player.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cruel Calculations {2}{U}

Sorcery

Draw X cards, where X is the number of cards that were put into target player's graveyard from their library this turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cryotheory Adept {1}{U}

Creature -- Human Wizard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
{3}{U}, Exile this card from your graveyard: Tap target creature and put a stun counter on it. Activate only as a sorcery. (If a permanent with a stun counter would become untapped, remove one from it instead.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dedicated Commons

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dedicated Commons

Land

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

[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

Edgar, Ancient Bloodlord {W}{B}

Legendary Creature -- Vampire Noble

Whenever another creature or planeswalker you control dies, you gain 1 life.
{2}, Sacrifice another creature or planeswalker: Put a +1/+1 counter on Edgar. He gains menace until end of turn. (He can't be blocked except by two or more creatures.)

[sideboard]

2/3

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.

Edgar, Moonlit Sovereign {3}{G}{G}

Legendary Creature -- Werewolf Noble

Flash
At the beginning of your end step, if you didn't cast a spell this turn, put two +1/+1 counters on Edgar.
{4}{G}: Put a +1/+1 counter on each creature you control with a +1/+1 counter on it.

[sideboard]

4/4

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

Fatehold Chronologist {1}{W/U}

Creature -- Bird Wizard

Flying
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

[sideboard]

1/2

- - - 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

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

Flourishing Grapple {G}

Instant

Target creature or planeswalker an opponent controls that's red or white loses all abilities until end of turn. Target creature you control deals damage equal to its power to that permanent.

[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

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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

Garruk, Veiled Butcher (3)(B)(B)

Legendary Planeswalker -- Garruk

If a creature an opponent controls would die, exile it instead.
[+2]: Up to one target creature gets -4/-1 until your next turn.
[-2]: Each player sacrifices a creature of their choice. If you sacrificed a creature this way, create a 4/4 green Beast creature token with trample.
[-3]: Each opponent discards two cards. For each opponent who didn't discard two nonland cards this way, you draw a card.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gideon the Oathless (2)(B)

Legendary Creature -- Human Mercenary

Ward--Discard a card.
Whenever a creature an opponent controls enters, Gideon deals 1 damage to that player.
Whenever an opponent activates a loyalty ability, Gideon deals 1 damage to that player.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

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.

Hapatra, the Desert Fang {2}{B}{B}{G}

Legendary Creature -- Human Cleric

When Hapatra enters, for each opponent, put X -1/-1 counters on up to one target creature that player controls, where X is the greatest mana value among cards in your graveyard.

[sideboard]

3/3

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

Infinite Coursework {2}{U}

Enchantment -- Aura

Enchant creature
When this Aura enters, tap enchanted creature. It becomes unprepared.
Enchanted creature loses all abilities and doesn't untap during its controller's untap step.

[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]

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

Kiora of Salt and Sand {1}{G}{U}

Legendary Creature -- Merfolk Noble

Whenever you attack, if you've activated a loyalty ability this turn, untap target attacking creature. It can't be blocked this turn.
Planeswalkers you control have "[-8]: Create an 8/8 blue Leviathan creature token with hexproof."

[sideboard]

2/4

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

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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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[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

Murmuring Volume (3)

Artifact -- Book

{T}: Add one mana of any color.
{2}, {T}, Discard a card: Draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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No Admittance {1}{R}

Sorcery

No Admittance deals 3 damage to any target.
Empower Jace 1. (Put a loyalty counter 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

No Admittance {1}{R}

Sorcery

No Admittance deals 3 damage to any target.
Empower Jace 1. (Put a loyalty counter 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

No Admittance {1}{R}

Sorcery

No Admittance deals 3 damage to any target.
Empower Jace 1. (Put a loyalty counter 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

Paradox Shaper {1}{U/B}

Creature -- Octopus Wizard

At the beginning of your upkeep, if this creature isn't prepared, it becomes prepared.
{2}: Put target card from your graveyard on the bottom of your library.

[sideboard]

1/3

- - - 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

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

Predictive Preparations {1}{W}

Sorcery

Put a +1/+1 counter on each of one or two target creatures.
Flashback {3}{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

Primal Witchstalker {1}{B}{G}

Creature -- Wolf

Menace (This creature can't be blocked except by two or more creatures.)
When this creature enters, mill four cards. When you do, return target land card from your graveyard to the battlefield tapped. (To mill four cards, put the top four cards of your library into your graveyard.)

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prophesied End {1}{W}

Instant

Destroy target creature. If it wasn't attacking, its controller draws a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PNascimento - Limited (Limited RC Super Qualifier) sheet 7/11 - 8 cards - 2.5 x 3.5 in each

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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

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

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

Seasoned Cryomancer {1}{U}{U}

Creature -- Human Wizard

When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them.
{3}{U}{U}, Exile this card from your graveyard: Draw two cards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitary Cell {R}{W}

Artifact

When this artifact enters, exile target nonland permanent an opponent controls with mana value 3 or less until this artifact leaves the battlefield.
{1}, {T}, Discard a legendary card: Draw a card.

[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

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

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

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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

Stingerquill Voxmancer {B/R}

Creature -- Goblin Sorcerer

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

[sideboard]

1/2

- - - OTHER FACE - - -

Vicious Verse {B/R}

Sorcery

Vicious Verse deals 1 damage to target opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingerquill Voxmancer {B/R}

Creature -- Goblin Sorcerer

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

[sideboard]

1/2

- - - OTHER FACE - - -

Vicious Verse {B/R}

Sorcery

Vicious Verse deals 1 damage to target opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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

Playtest cards - PNascimento - Limited (Limited RC Super Qualifier) sheet 9/11 - 8 cards - 2.5 x 3.5 in each

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Tetsuko Umezawa, Fugitive {1}{U}

Legendary Creature -- Human Rogue

Creatures you control with power or toughness 1 or less can't be blocked.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tetsuko Umezawa, Pursuer {3}{R}

Legendary Creature -- Human Mercenary

Double strike
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
Whenever a creature an opponent controls with power or toughness 1 or less blocks, Tetsuko Umezawa deals 1 damage to that creature's controller.

[sideboard]

2/4

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]

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

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

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

Way of the Mind Sculptor {4}{U}

Legendary Enchantment

When Way of the Mind Sculptor enters, empower Jace 5. (Put five loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")
Whenever you activate a loyalty ability, if you removed two or more loyalty counters to activate it, draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - PNascimento - 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.

Winter, Team Player {4}{R}

Legendary Creature -- Human Warrior

Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)
Whenever you cast a noncreature spell, creatures you control get +1/+0 until end of turn.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yuriko, Blade of the Mighty {3}{W}

Legendary Creature -- Human Samurai

During combat, players can't cast spells or activate abilities that aren't mana abilities.
Whenever a creature you control attacks a player alone, it gains double strike until end of turn.

[sideboard]

2/3

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

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