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

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

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

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

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

Campus Crier {1}{W}

Creature -- Human Advisor

{1}, Exile this card from your graveyard: Empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - jessy_samek - 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.

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

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

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

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

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

Danitha, Sword of Hope {2}{W}

Legendary Creature -- Human Knight

First strike
Whenever you cast an Equipment spell or a spell that targets a creature you control, draw a card. This ability triggers only once each turn.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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

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

Fblthp, Impossibly Lost {1}{U}

Legendary Creature -- Homunculus

When one or more of your opponents are dealt combat damage during your turn, draw two cards. If your library has no cards in it, you win the game. Fblthp's owner shuffles him into their library. (If you draw from an empty library this way, you still win the game.)

[sideboard]

1/1

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

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

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

Playtest cards - jessy_samek - Limited (Limited RC Super Qualifier) sheet 3/11 - 8 cards - 2.5 x 3.5 in each

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Hallway Heckler

Card

[sideboard]

- - - OTHER FACE - - -

Hallway Heckler

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspired Tethermage (2)(G)

Creature -- Elf Warrior

Whenever you put one or more loyalty counters on a planeswalker, put a +1/+1 counter on this creature.
{6}: Empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 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 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

Liliana the Faultless (W)

Legendary Creature -- Human Cleric

Whenever another creature or planeswalker you control enters, you gain 1 life.
{1}, {T}, Discard a card: Another target creature or planeswalker you control gains hexproof until end of turn.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana the Repentant (1)(B)

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

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

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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

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

Memory Trap {2}{W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindseeker Oculus {2}{U}

Creature -- Homunculus

When this creature enters, 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]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindseeker Oculus {2}{U}

Creature -- Homunculus

When this creature enters, 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]

2/1

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

Overgrown Farmland

Land

This land enters tapped unless you control two or more other lands.
{T}: Add {G} or {W}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Perfected Theory {U}

Instant

Choose one --
* Target creature has base power and toughness 1/1 until end of turn.
* Target creature has base power and toughness 4/5 until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Precise Redaction {1}{U}

Instant

Counter target white or black spell.

[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

Proctor of Potential {W}{U}

Creature -- Human Cleric

Whenever this creature or another creature you control enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{W}{U}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if you've scried or surveilled this turn. (If a creature with a finality counter on it would die, exile it instead.)

[sideboard]

3/1

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

Puppet Crafting {1}{G}

Enchantment -- Aura

Enchant artifact or non-Aura enchantment
Enchanted permanent is a Construct creature with base power and toughness 5/5 in addition to its other types.
{4}{G}: Return this card from your graveyard to your hand.

[sideboard]

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

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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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

Roiling Canopy

Land

This land enters tapped.
Whenever a Forest you control enters, if you control at least five other Forests, target creature you control gets +3/+3 until end of turn.
{T}: Add {G}.

[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

Ruric Thar, Biomagus {4}{U}{U}

Legendary Creature -- Ogre Crab Wizard

Flying
Prowess, prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn twice.)
Whenever Ruric Thar becomes the target of a spell or ability an opponent controls, draw a card.

[sideboard]

4/6

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

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

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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

Skilled Battlecarver {1}{R}

Creature -- Human Warrior

During your turn, this creature has first strike.
{1}{R}: This creature gets +1/+0 until end of turn.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphinx's Approach {1}{U}{U}

Instant

Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle.
A deck can have any number of cards named Sphinx's Approach.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stingerquill 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

Sublime Epiphany {4}{U}{U}

Instant

Choose one or more --
* Counter target spell.
* Counter target activated or triggered ability.
* Return target nonland permanent to its owner's hand.
* Create a token that's a copy of target creature you control.
* Target player draws a 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

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

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminal Criticism 1B

Instant

Destroy target creature or planeswalker that's blue or red. You gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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 4R

Creature -- Minotaur Artificer

Reach
When this creature enters, you may discard a card. When you do, this creature deals 2 damage to any target.

[sideboard]

4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teyo, Lightshield Expert 1W

Legendary Creature -- Human Cleric

Flash
When Teyo enters, target permanent you control gains hexproof until end of turn. Put a +1/+1 counter on it if it's a creature. Put a loyalty counter on it if it's a planeswalker. (It can't be the target of spells or abilities your opponents control.)

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thalia, the Survivor 3W

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

Theoretical Necromancer 2B

Creature -- Vampire Warlock

{3}{B}, Exile this card from your graveyard: Return another target creature card from your graveyard to your hand.

[sideboard]

4/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Theorix Annex

Land

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

[sideboard]

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]

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 Healer (3)(W)

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 Healer (3)(W)

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]

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Way of the Necromancer (1)(B)

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 Pyromancer (1)(R)

Legendary Enchantment

When Way of the Pyromancer enters, empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.") Planeswalkers you control have "[+1]: Add {R}."

[sideboard]

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Wrath of the Bloodmane (2)(R)

Instant

This spell costs {1} less to cast if you control a legendary creature. Wrath of the Bloodmane deals 4 damage to target creature or planeswalker.

[sideboard]

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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]

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Yargle, Glutton of Urborg 4B

Legendary Creature -- Frog Spirit

[sideboard]

9/3

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Yargle, Goliath of Otaria 4U

Legendary Creature -- Frog Spirit

[sideboard]

3/9

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yargle, Goliath of Otaria 4U

Legendary Creature -- Frog Spirit

[sideboard]

3/9

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.