Academic Ascent {1}{W}

Instant

Target creature gets +2/+2 and gains flying until end of turn.
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

Ajani Resolute {1}{W}

Legendary Planeswalker -- Ajani

Whenever you gain life, put a loyalty counter on Ajani.
[0]: You gain 1 life.
[-4]: Create a 2/2 white Cat Soldier creature token named Ajani's Pridemate with "Whenever you gain life, put a +1/+1 counter on this token."
[-10]: You get an emblem with "Creatures you control get +2/+2."

[sideboard]

L 2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ajani Unrelenting {4}{R}{R}

Legendary Planeswalker -- Ajani

Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet.
[+1]: Creatures you control get +1/+0 and gain haste until end of turn.
[-2]: Discard your hand, then draw a card for each creature you control.
[-3]: Ajani deals 4 damage to each creature except for tokens you control.

[sideboard]

L 5

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

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

Break Under Pressure {2}{B}

Instant

Target opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. You gain 2 life.

[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.

Budding Insurgent (2)(G)

Creature -- Dryad Scout

Vigilance
Sacrifice this creature: Destroy target artifact or enchantment. If that permanent was a legendary enchantment, draw a card. Activate only as a sorcery.

[sideboard]

3/3

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

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

Danitha, Spear of Agony (2)(B)

Legendary Creature -- Human Knight

First strike
Whenever you cast a spell that targets an opponent or a creature an opponent controls, put a +1/+1 counter on Danitha.

[sideboard]

2/2

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

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

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

Playtest cards - redmogg - Limited (Limited RC Super Qualifier) sheet 2/11 - 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.

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

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

Eye of Jace (1)

Artifact

At the beginning of your upkeep, surveil 1. Then if there are seven or more cards in your graveyard, sacrifice this artifact, it deals 2 damage to each opponent, and you gain 2 life. (To 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

Fatehold Charm (W)(U)

Instant

Choose one --
* Draw a card. Empower Jace 2.
* Return target spell or creature to its owner's hand.
* Creatures you control get +1/+2 until end of turn.

[sideboard]

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

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

Forest

Basic Land -- Forest

({T}: Add {G}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - redmogg - Limited (Limited RC Super Qualifier) sheet 3/11 - 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.

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

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

Ghalta the Unstoppable {8}{G}

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
Trample
Other creatures you control have trample.

[sideboard]

8/8

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghalta the Unstoppable {8}{G}

Legendary Creature -- Elder Dinosaur

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
Trample
Other creatures you control have trample.

[sideboard]

8/8

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

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

Playtest cards - redmogg - 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.

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 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

Koth of the Homestead (2)(W)

Legendary Creature -- Human Citizen

Landfall -- Whenever a land you control enters, you gain 1 life. Whenever a Plains you control enters, put a +1/+1 counter on target creature.

[sideboard]

2/3

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

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

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

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.

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

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

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

Plains

Basic Land -- Plains

({T}: Add {W}.)

[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

Rewrite Regrets {3}{B}

Sorcery

Return target creature or planeswalker card with mana value 6 or less from your graveyard to the battlefield.
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

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

Playtest cards - redmogg - Limited (Limited RC Super Qualifier) sheet 6/11 - 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.

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

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

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

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

Stingcaster Mage {1}{R}

Creature -- Human Wizard

Haste
When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

2/1

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

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.

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

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

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

Teyo, Diamondblade Mage {3}{B}

Legendary Creature -- Human Warlock

Flash
When Teyo enters, target permanent you control gains deathtouch 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.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - redmogg - Limited (Limited RC Super Qualifier) sheet 8/11 - 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.

Teyo, Diamondblade Mage {3}{B}

Legendary Creature -- Human Warlock

Flash
When Teyo enters, target permanent you control gains deathtouch 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.

[sideboard]

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teyo, Lightshield Expert {1}{W}

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

Theoretical Necromancer {2}{B}

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

Theorist's Proxy {1}{U}

Creature -- Illusion

Flash
When this creature enters, empower Jace 3. (Put three 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.")
{U}, Sacrifice this creature: The next spell you cast this turn can't be countered.

[sideboard]

0/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Theorist, Jace Beleren {2}{U}{U}

Legendary Planeswalker -- Jace

At the beginning of each opponent's draw step, you draw a card.
[+1]: Create a 1/1 blue Illusion creature token.
[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.
[-6]: Draw three cards. Then put X +1/+1 counters on each creature you control, where X is the number of cards in your hand.

[sideboard]

L 3

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

Transformative Commons

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Traxos, Scourge Eternal {4}

Legendary Artifact Creature -- Dragon Construct

Trample
Traxos doesn't untap during your untap step.
Whenever you cast an artifact or creature spell, untap Traxos.

[sideboard]

5/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - redmogg - Limited (Limited RC Super Qualifier) sheet 9/11 - 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.

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

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

Unsummon {U}

Instant

Return target creature to its owner's hand.

[sideboard]

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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

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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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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.)

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Vraska's Final Mercy {B}{B}

Sorcery

Choose one --
* You lose 2 life. Destroy target creature or planeswalker.
* You lose 2 life. 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.")

[sideboard]

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Playtest cards - redmogg - 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.

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

Yargle, Glutton of Urborg (4)(B)

Legendary Creature -- Frog Spirit

[sideboard]

9/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Yargle, Goliath of Otaria (4)(U)

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.