## 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

## Archive Arbiter {6}

Artifact Creature -- Sphinx

Flying
When this creature enters, choose one --
* Destroy target noncreature, nonland permanent.
* You gain 4 life.

[sideboard]

**4/4**

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

## 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

## Blossom-Blessed Angel {3}{W}

Creature -- Angel Cleric

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

[sideboard]

**2/4**

- - - 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

## 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

## 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.

**Chandra, Chill of Compliance** {1}{U}{U}

Legendary Planeswalker -- Chandra

[+1]: Surveil 1. If you put a noncreature, nonland card into your graveyard this way, put that card into your hand.
[+1]: Add {U}. Spend this mana only to cast a noncreature spell.
[-X]: Tap target artifact or creature. Put X stun counters on it.
[-6]: You get an emblem with "Whenever you cast a spell, draw a card."

[sideboard]

**L 3**

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

**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, 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

**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

**Desperate Futurescribe** {2}{W}{U}

Creature -- Kor Scout

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

[sideboard]

**3/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## 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 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

## 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

## Flickering Hound {3}{W}

Creature -- Dog

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

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## Frostbite Pyromental {U}{R}{R}

Creature -- Elemental

Trample, haste
Whenever this creature deals combat damage to a player, draw two cards.
At the beginning of the end step, sacrifice this creature.

[sideboard]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Garruk, Curse Breaker {3}{G}{G}

Legendary Planeswalker -- Garruk

Whenever a creature you control with power 4 or greater enters, draw a card.
[+2]: Untap up to two target lands.
[-3]: Create a 4/4 green Beast creature token with trample.
[-4]: Until your next turn, whenever one or more creatures attack one of your opponents, those creatures get +2/+2 and gain trample until end of turn.

[sideboard]

L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - PellinTop - 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.

## 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

## 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

## Grim Repriser (B)(R)

Creature -- Zombie Bard

Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)
{B}{R}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if an opponent has been dealt noncombat damage this turn. (If a creature with a finality counter on it would die, exile it instead.)

[sideboard]

**2/2**

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

## Hexhaven Battalion (4)(W)(W)

Sorcery

Create three 2/2 colorless Wizard Soldier creature tokens named Cadet. 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.")
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

## Hexhaven Invigorator (G)(G)(G)(G)

Creature -- Chimera Horror

Vigilance
Whenever this creature is dealt damage, you may search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.

[sideboard]

**6/6**

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 - PellinTop - 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.

## 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

## Island

Basic Land -- Island

({T}: Add {U}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Jace's Machinations {2}{U}

Instant

Until end of turn, you may activate loyalty abilities of Jace planeswalkers you control on any player's turn any time you could cast an instant.
Empower Jace 8. (Put eight 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

## Keeper of the Quiet Hour {3}

Artifact Creature -- Chimera

When this creature enters, empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Keeper of the Quiet Hour {3}

Artifact Creature -- Chimera

When this creature enters, empower Jace 2. (Put two loyalty counters on a Jace token you control. If you don't control one, first create a blue Jace planeswalker token with "[-1]: Surveil 1" and "[-3]: Draw a card.")

[sideboard]

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kiora of Fire and Ashes {4}{R}{R}

Legendary Creature -- Merfolk Noble

When Kiora enters, create a 5/5 red Dragon creature token with flying.
{8}: Create a 5/5 red Dragon creature token with flying.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Konstrari 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 {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

**Playtest cards - PellinTop - Limited (Limited RC Super Qualifier)** sheet 5/11 - 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.

## 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, the Geomancer {2}{R}

Legendary Creature -- Human Warrior

Reach
Landfall -- Whenever a land you control enters, Koth deals 1 damage to each opponent. If that land is a Mountain, add {R}.

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Loot, the Anomaly {2}{B}

Legendary Creature -- Beast Horror

If Loot's power is negative, he assigns combat damage as though his power were positive.
Threshold -- Sacrifice another creature or planeswalker: Loot gets -2/-0 until end of turn. Activate only if there are seven or more cards in your graveyard.

[sideboard]

**-2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Loot, the Nexus {2}{G}

Legendary Creature -- Beast Noble

{T}: Choose a color. Add one mana of that color for each different power among creatures you control.

[sideboard]

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## Meticulous Commons

Land

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## 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

## 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

## 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

## Protege's Awakening {3}{U}

Sorcery

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.") Draw a card.

[sideboard]

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

## 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



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## 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

## Saheeli, Consul of Oversight {3}{W}{W}

Legendary Creature -- Human Advisor

Flying
Whenever you scry or surveil, create a 1/1 colorless Thopter artifact creature token with flying. This ability triggers only once each turn.

[sideboard]

**4/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Saheeli, Jewel of Avishkar {2}{U}{R}

Legendary Creature -- Human Artificer

Thopters you control have haste.
Whenever you cast a noncreature spell, create a 1/1 colorless Thopter artifact creature token with flying.

[sideboard]

**2/4**

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

## 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

## 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 of False Conclusions {2}{U}{U}

Creature -- Sphinx Illusion

Flash
Flying
Whenever this creature attacks, draw a card, then discard a card.
When this creature dies, if it isn't a token, create a token that's a copy of it.

[sideboard]

**4/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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## Tenured Tethermage {1}{R}{G}

Creature -- Human Artificer

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

[sideboard]

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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

## 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

## 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

## Theorix Charm {U}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undulating Witness {4}{U}

Creature -- Serpent

Flying
{2}: This creature gets +1/-1 until end of turn.
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]

**3/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Undulating Witness {4}{U}

Creature -- Serpent

Flying
{2}: This creature gets +1/-1 until end of turn.
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]

**3/5**

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



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## Unsummon {U}

Instant

Return target creature to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Unsummon {U}

Instant

Return target creature to its owner's hand.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Way of the Cryomancer {2}{U}

Legendary Enchantment

When Way of the Cryomancer 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 "[-3]: When you next cast an instant or sorcery spell this turn, copy that spell. You may choose new targets for the copy."

[sideboard]

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## Way of the Deathbringer {2}{B}

Legendary Enchantment

When Way of the Deathbringer 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]: You may sacrifice a creature. If you do, create a 4/4 green Beast creature token with trample."

[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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## Way of the Warlord {2}{R}

Legendary Enchantment

When Way of the Warlord 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 "[-4]: This planeswalker deals 2 damage to up to one target creature or planeswalker and 2 damage to target player."

[sideboard]

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## 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]

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## Whiplash Wordsmith {3}{B/R}

Creature -- Vampire Sorcerer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
As long as an opponent was dealt noncombat damage this turn, this creature has flying and haste.

[sideboard]

**3/3**

- - - OTHER FACE - - -

## Vicious Verse {B/R}

Sorcery

Vicious Verse deals 1 damage to target opponent.

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**Playtest cards - PellinTop - 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.

**Whiplash Wordsmith** 3 B/R

Creature -- Vampire Sorcerer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
As long as an opponent was dealt noncombat damage this turn, this creature has flying and haste.

[sideboard]

3/3

- - - OTHER FACE - - -

**Vicious Verse** B/R

Sorcery

Vicious Verse deals 1 damage to target opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Whiplash Wordsmith** 3 B/R

Creature -- Vampire Sorcerer

This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)
As long as an opponent was dealt noncombat damage this turn, this creature has flying and haste.

[sideboard]

3/3

- - - OTHER FACE - - -

**Vicious Verse** B/R

Sorcery

Vicious Verse deals 1 damage to target opponent.

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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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**Yoshimaru, Scrappy Stray** 1 G

Legendary Creature -- Dog

When Yoshimaru enters, another target creature you control fights up to one target creature an opponent controls. (Each deals damage equal to its power to the other.)
{6}: Put a +1/+1 counter on target nonlegendary creature.

[sideboard]

1/1

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