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

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

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

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

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

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

Playtest cards - CheeseCakey - Limited (Limited RC Super Qualifier) sheet 1/6 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

Fatehold Annex

Land

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

[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

Geist of Saint Thalia {1}{U}

Legendary Creature -- Spirit Cleric

Flying
Noncreature spells you cast cost {1} less to cast.

[sideboard]

1/2

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

Lyra, Tolarian Archangel {1}{U}{U}

Legendary Creature -- Angel Wizard

Flying
At the beginning of each end step, if you've drawn three or more cards this turn, create a 3/3 blue Angel creature token with flying.
{3}{U}{U}: Until end of turn, whenever Lyra deals combat damage to a player, draw two cards.

[sideboard]

3/3

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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Omnipresence {5}{G}{G}{G}

Enchantment

You may cast spells with mana value less than or equal to the number of creatures you control from your hand without paying their mana costs.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plan for All Outcomes {3}{U}

Enchantment

When this enchantment enters, the owner of up to one other target nonland permanent puts it on their choice of the top or bottom of their library.
Whenever you cast your first noncreature spell each turn, 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

Proft, Consulting Detective {1}{U}

Legendary Creature -- Human Detective

Whenever you scry or surveil, you may pay {2}. If you do, put a +1/+1 counter on Proft and draw a card. (Draw after you scry or surveil.)

[sideboard]

2/2

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

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

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

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

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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

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

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

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

Thalia, the Survivor (3)(W)

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

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

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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, Academy Guardian 3U

Legendary Artifact Creature -- Dragon Construct

This spell costs {2} less to cast if you've cast a noncreature spell this turn.
Flying, vigilance
Prowess (Whenever you cast a noncreature spell, this creature gets +1/+1 until end of turn.)

[sideboard]

1/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undulating Witness 4U

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

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Undulating Witness 4U

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

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[sideboard]

3/5

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{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

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

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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

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

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.