

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." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Countersculpt (U)(U) Instant As an additional cost to cast this spell, behold a Jace or pay {1}. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.) Counter target spell. 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Countersculpt (U)(U) Instant As an additional cost to cast this spell, behold a Jace or pay {1}. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.) Counter target spell. 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deserted Beach Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Erode Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatehold Charm 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatehold Charm 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Get Lost 1 W Instant Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seam Rip W Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Legend of Kuruk 2 U U Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I, II -- Scry 2, then draw a card. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- BACK FACE ----- Avatar Kuruk Legendary Creature -- Avatar Whenever you cast a spell, create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures." Exhaust -- Waterbend {20}: Take an extra turn after this one. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}. Activate each exhaust ability only once.) 4/3 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. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Theorist's Sanctum Land -- Island {T}: Add {U}.) As this land enters, you may behold a Jace. If you don't, this land enters tapped. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.) {2}{U}, {T}: Empower Jace 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Theorist's Sanctum Land -- Island {T}: Add {U}.) As this land enters, you may behold a Jace. If you don't, this land enters tapped. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.) {2}{U}, {T}: Empower Jace 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Theorist's Sanctum Land -- Island {T}: Add {U}.) As this land enters, you may behold a Jace. If you don't, this land enters tapped. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.) {2}{U}, {T}: Empower Jace 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Flashfreeze 1 U Instant Counter target red or green spell. [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	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	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
Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rest in Peace 1 W Enchantment When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sage of the Skies 2 W Creature -- Human Monk When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sage of the Skies 2 W Creature -- Human Monk When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Settle the Wreckage (2)(W)(W)

Instant

Exile all attacking creatures target player controls. That player may search their library for that many basic land cards, put those cards onto the battlefield tapped, then shuffle.

[sideboard]

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Spell Snare (U)

Instant

Counter target spell with mana value 2.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

