

③ ④

Return all attacking creatures to their owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④

Return all attacking creatures to their owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③④

Return all attacking creatures to their owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped unless you control a basic land.
 {T}: Add {U}.
 {2}{U}, {T}: Draw a card, then discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

[+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 PLAY botbox.dev

①②

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)

Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)

Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)

Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Consult the Star Charts (1)(U) Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev	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 PLAY botbox.dev

Into the Flood Maw Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Into the Flood Maw Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Jace, Reality Sculptor 3UU Legendary Planeswalker -- Jace [+1]: Empower Jace X, where X is the number of Islands you control. [-3]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -5/-0 until end of turn. [0]: Exile all but the bottom card of each opponent's library. Activate only if there are twenty-five or more loyalty counters among Jaces you control. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, Reality Sculptor 3UU Legendary Planeswalker -- Jace [+1]: Empower Jace X, where X is the number of Islands you control. [-3]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -5/-0 until end of turn. [0]: Exile all but the bottom card of each opponent's library. Activate only if there are twenty-five or more loyalty counters among Jaces you control. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, Reality Sculptor 3UU Legendary Planeswalker -- Jace [+1]: Empower Jace X, where X is the number of Islands you control. [-3]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -5/-0 until end of turn. [0]: Exile all but the bottom card of each opponent's library. Activate only if there are twenty-five or more loyalty counters among Jaces you control. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace Reawakened UU Legendary Planeswalker -- Jace You can't cast Jace Reawakened during your first, second, or third turns of the game. [+1]: Draw a card, then discard a card. [+1]: You may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted. [-6]: Until end of turn, whenever you cast a spell, copy it. You may choose new targets for the copy. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Jace Reawakened U U Legendary Planeswalker -- Jace You can't cast Jace Reawakened during your first, second, or third turns of the game. [+1]: Draw a card, then discard a card. [+1]: You may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted. [-6]: Until end of turn, whenever you cast a spell, copy it. You may choose new targets for the copy. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long River's Pull U U Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long River's Pull U U Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Long River's Pull U U Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Long River's Pull U U Instant Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Counter target creature spell. If the gift was promised, instead counter target spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Snare U Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Snare U Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Snare U Instant Counter target spell with mana value 2. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev L 3	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev L 3

The Theorist, Jace Beleren 2UU 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 PLAY botbox.dev	Three Steps Ahead U Instant Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream U Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream U Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Flashfreeze 1U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze 1U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodpits Drowner 1U Creature -- Merfolk Flash Vigilance When this creature enters, tap target creature an opponent controls and put a stun counter on it. {1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodpits Drowner 1U Creature -- Merfolk Flash Vigilance When this creature enters, tap target creature an opponent controls and put a stun counter on it. {1}{U}, {T}: Shuffle this creature and target creature with a stun counter on it into their owners' libraries. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fresh Start (1)(U) Enchantment -- Aura Flash Enchant creature Enchanted creature gets -5/-0 and loses all abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spell Snare (U) Instant Counter target spell with mana value 2. [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	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
Tishana's Tidebinder (2)(U) Creature -- Merfolk Wizard Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tishana's Tidebinder (2)(U) Creature -- Merfolk Wizard Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torpor Orb (2) Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torpor Orb (2) Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unable to Scream U Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Unable to Scream U Enchantment -- Aura Enchant creature Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types. As long as enchanted creature is face down, it can't be turned face up. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wan Shi Tong, Librarian XUU Legendary Creature -- Bird Spirit Flash Flying, vigilance When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down. Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
--	--	---	--