

Agna Qel'a 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	Analyze the Pollen Sorcery As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arcane Amphisbaena 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.") 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Arni, Humble Scribe Legendary Creature -- Human Wizard Whenever another nontoken creature you control enters, untap Arni. {T}: Draw a card, then discard a card. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Budding Insurgent 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. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Carnivorous Cultivator Creature -- Elf Warlock Deathtouch This creature enters prepared. Whenever this creature deals combat damage to a player, return target land card from your graveyard to your hand. 2/3 ----- OTHER FACE ----- Enroot Sorcery Search your library for a land card, put it into your graveyard, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra, Chill of Compliance 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 PLAY botbox.dev	Compel Brutality 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Countersculpt 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 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	Crawling Barrens Land {T}: Add {C}. {4}: Put two +1/+1 counters on this land. Then you may have it become a 0/0 Elemental creature until end of turn. It's still a land. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Evolving Wilds Land {T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Eye of Jace 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fblthp, Impossibly Lost Legendary Creature -- Homunculus When one or more of your opponents are dealt combat damage during your turn, draw two cards. If your library has no cards in it, you win the game. Fblthp's owner shuffles him into their library. (If you draw from an empty library this way, you still win the game.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fblthp, Impossibly Lost Legendary Creature -- Homunculus When one or more of your opponents are dealt combat damage during your turn, draw two cards. If your library has no cards in it, you win the game. Fblthp's owner shuffles him into their library. (If you draw from an empty library this way, you still win the game.) 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Germination Practicum ③⑥⑥ Sorcery -- Lesson Put two +1/+1 counters on each creature you control. Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Greenhouse Propagator ②⑥ Creature -- Cat Druid Whenever another creature you control enters, you gain 1 life. {T}: Add {G}. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hall of Echoes Land {T}: Add {C}. {5}: This land becomes a copy of target creature you control until end of turn. The "legend rule" doesn't apply to permanents you control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hapatra, the Desert Frost (3)(U) Legendary Creature -- Human Wizard When Hapatra enters, for each opponent, tap up to one target creature that player controls. Put a stun counter on each of those creatures. (If a permanent with a stun counter would become untapped, remove one from it instead.) {2}{U}: Untap target creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hapatra, the Desert Frost (3)(U) Legendary Creature -- Human Wizard When Hapatra enters, for each opponent, tap up to one target creature that player controls. Put a stun counter on each of those creatures. (If a permanent with a stun counter would become untapped, remove one from it instead.) {2}{U}: Untap target creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hapatra, the Desert Frost (3)(U) Legendary Creature -- Human Wizard When Hapatra enters, for each opponent, tap up to one target creature that player controls. Put a stun counter on each of those creatures. (If a permanent with a stun counter would become untapped, remove one from it instead.) {2}{U}: Untap target creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hapatra, the Desert Frost (3)(U) Legendary Creature -- Human Wizard When Hapatra enters, for each opponent, tap up to one target creature that player controls. Put a stun counter on each of those creatures. (If a permanent with a stun counter would become untapped, remove one from it instead.) {2}{U}: Untap target creature. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Heartwood Crafter (G) Creature -- Elf Artificer This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) {T}: Add {C}. This mana can't be spent to cast spells from your hand. 1/1 ----- 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	Hexhaven Dueling Arena Land {T}: Add {C}. {2}, {T}: Target creature that attacked this turn becomes prepared. Activate only as a sorcery. (Only creatures with prepare spells can become prepared.) {4}, {T}: Target creature becomes prepared. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Inspired Tethermage 26 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.") 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspired Tethermage 26 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.") 3/2 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
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Land

This land enters tapped unless you control an Island or a Swamp.

[T]: Add {G}.

{3}{G}, [T]: 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact Creature -- Book Illusion

{6}, Sacrifice this creature: Choose target creature or planeswalker an opponent controls. Its owner shuffles it into their library.

0/4

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Legendary Creature -- Beast Noble

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2G

Legendary Creature -- Beast Noble

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Legendary Creature -- Beast Noble

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ⑥

Legendary Creature -- Beast Noble

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

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact -- Book

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{T}: Add one mana of any color.  
{2}, {T}, Discard a card: Draw a  
card.
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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.") 2/2 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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restore with Empathy (2)(G) Instant Return target permanent card from your graveyard to your hand. You gain 4 life. 3/1 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.) 3/1 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.) 3/1 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.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sureshot Sower (1)(G) Creature -- Human Archer Reach {3}{6}, Discard this card: Destroy target creature with flying. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sureshot Sower (1)(G) Creature -- Human Archer Reach {3}{6}, Discard this card: Destroy target creature with flying. 3/1 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.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tam's Resistance 1 6/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.") 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	Transformative Commons Land This land enters tapped unless you control a planeswalker. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Transformative Commons Land This land enters tapped unless you control a planeswalker. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Transformative Commons Land This land enters tapped unless you control a planeswalker. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 1/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Way of the Cryomancer 2U 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." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Way of the Paradox 2G Legendary Enchantment When Way of the Paradox 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.") Whenever you activate a loyalty ability, you gain 1 life. You may play an additional land this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodwork Prodigy 2R/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.) 3/3 OTHER FACE Soul Tether 2R/G Sorcery Create a Heartwood token. (It's a red and green artifact with "{T}: Add {R} or {G}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Wrecking Gecko 4G Artifact Creature -- Lizard Construct Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.) {6}{G}{G}: This creature gets +4/+4 and gains trample until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Broken Wings 2G Instant Destroy target artifact, enchantment, or creature with flying. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Get Out UU Instant Choose one -- * Counter target creature or enchantment spell. * Return one or two target creatures and/or enchantments you own to your hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Horrid Vigor 1 6 Instant Target creature gains deathtouch and indestructible until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Perfected Theory U Instant Choose one -- * Target creature has base power and toughness 1/1 until end of turn. * Target creature has base power and toughness 4/5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Precise Redaction 1 U Instant Counter target white or black spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Precise Redaction 1 U Instant Counter target white or black spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Refute 1 U U Instant Counter target spell. Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Refute 1 U U Instant Counter target spell. Draw a card, then discard a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Run Away Together 1 U Instant Choose two target creatures controlled by different players. Return those creatures to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Run Away Together 1 U Instant Choose two target creatures controlled by different players. Return those creatures to their owners' hands. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Snakeskin Veil G Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Snakeskin Veil G Instant Put a +1/+1 counter on target creature you control. It gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unsummon U Instant Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unsummon U Instant Return target creature to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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