

Diviner of Victory U Creature -- Dwarf Wizard This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) Whenever you scry or surveil, this creature gets +1/+1 until end of turn. 1/1 Unwind History 1U Sorcery Return target creature an opponent controls with mana value 3 or less to its owner's hand. Surveil 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diviner of Victory U Creature -- Dwarf Wizard This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) Whenever you scry or surveil, this creature gets +1/+1 until end of turn. 1/1 Unwind History 1U Sorcery Return target creature an opponent controls with mana value 3 or less to its owner's hand. Surveil 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diviner of Victory U Creature -- Dwarf Wizard This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) Whenever you scry or surveil, this creature gets +1/+1 until end of turn. 1/1 Unwind History 1U Sorcery Return target creature an opponent controls with mana value 3 or less to its owner's hand. Surveil 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Diviner of Victory U Creature -- Dwarf Wizard This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) Whenever you scry or surveil, this creature gets +1/+1 until end of turn. 1/1 Unwind History 1U Sorcery Return target creature an opponent controls with mana value 3 or less to its owner's hand. Surveil 1. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Erode W 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	Erode W 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 WU 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 WU 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	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Floodfarm Verge Land {T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island. 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	Gossip's Talent 1 U Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever a creature you control enters, surveil 1. {1}{U}: Level 2 Whenever you attack, target attacking creature with power 3 or less can't be blocked this turn. {3}{U}: Level 3 Whenever a creature you control deals combat damage to a player, you may exile it, then return it to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gossip's Talent ①② Enchantment -- Class (Gain the next level as a sorcery to add its ability.) Whenever a creature you control enters, surveil 1. {1}{U}: Level 2 Whenever you attack, target attacking creature with power 3 or less can't be blocked this turn. {3}{U}: Level 3 Whenever a creature you control deals combat damage to a player, you may exile it, then return it to the battlefield under its owner's control. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ($\{T\}$: Add $\{W\}$ or $\{U\}$.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ($\{T\}$: Add $\{W\}$ or $\{U\}$.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ($\{T\}$: Add $\{W\}$ or $\{U\}$.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Island

Basic Land -- Island

$$(\{T\} : \text{Add } \{U\}.)$$

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Matoya, Archon Elder (2)(U)

Legendary Creature -- Human Warlock

Whenever you scry or surveil, draw a card. (Draw after you scry or surveil.)

1/4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} or {U}.)
 This land enters tapped.
 When this land enters, surveil 1.
 (Look at the top card of your
 library. You may put it into your
 graveyard.)

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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Practiced Offense

②③

Sorcerv

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.

Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Proctor of Potential

WU

Creature -- Human Cleric

Whenever this creature or another creature you control enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

{W}{U}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if you've scried or surveilled this turn. (If a creature with a finality counter on it would die, exile it instead.)

3/1

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Proctor of Potential (W)(U) Creature -- Human Cleric Whenever this creature or another creature you control enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {W}{U}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if you've scried or surveilled this turn. (If a creature with a finality counter on it would die, exile it instead.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Proctor of Potential (W)(U) Creature -- Human Cleric Whenever this creature or another creature you control enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {W}{U}: Return this card from your graveyard to the battlefield with a finality counter on it. Activate only if you've scried or surveilled this turn. (If a creature with a finality counter on it would die, exile it instead.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stone Docent (1)(W) Creature -- Spirit Chimera {W}, Exile this card from your graveyard: You gain 2 life. Surveil 1. Activate only as a sorcery. (Look at the top card of your library. You may put it into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Stone Docent (1)(W) Creature -- Spirit Chimera {W}, Exile this card from your graveyard: You gain 2 life. Surveil 1. Activate only as a sorcery. (Look at the top card of your library. You may put it into your graveyard.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Authority of the Consuls (W) Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando (1)(W) Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cathar Commando (1)(W) Creature -- Human Soldier Flash {1}, Sacrifice this creature: Destroy target artifact or enchantment. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cease (1)(6/6) Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. [sideboard] ----- RIGHT HALF ----- Desist (4)(6/6)(6/6) Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - AC Slat3r - Standard (Magic Spotlight: Fracture - SCG CON Hartford - Satu

sheet 8/10 - 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.

Clarion Conqueror 2 W Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disdainful Stroke 1 U Instant Counter target spell with mana value 4 or greater. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull 1 W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Doorkeeper Thrull 1 W Creature -- Thrull Flash Flying Artifacts and creatures entering don't cause abilities to trigger. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Elspeth, Storm Slayer 3 W W Legendary Planeswalker -- Elspeth If one or more tokens would be created under your control, twice that many of those tokens are created instead. [+1]: Create a 1/1 white Soldier creature token. [0]: Put a +1/+1 counter on each creature you control. Those creatures gain flying until your next turn. [-3]: Destroy target creature an opponent controls with mana value 3 or greater. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Flashfreeze 1 U Instant Counter target red or green spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] 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

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	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	
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