

<div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>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.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>CountersculptUU</div><div>Instant</div><div>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.")</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>CountersculptUU</div><div>Instant</div><div>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.")</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>CountersculptUU</div><div>Instant</div><div>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.")</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>CountersculptUU</div><div>Instant</div><div>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.")</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Day of Judgment</div><div><div>2</div><div>W</div><div>W</div></div><div>Sorcery</div><div>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deserted Beach</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Deserted Beach</div><div>Land</div><div>This land enters tapped unless you control two or more other lands. {T}: Add {W} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Fatehold Charm</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>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.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Floodfarm Verge</div></div><div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Floodfarm Verge</div></div><div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Floodfarm Verge</div></div><div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div><div>Floodfarm Verge</div></div><div><div>Land</div><div>{T}: Add {W}. {T}: Add {U}. Activate only if you control a Plains or an Island.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Fountainport</div></div><div><div>Land</div><div>{T}: Add {C}. {2}, {T}, Sacrifice a token: Draw a card. {3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token. {4}, {T}: Create a Treasure token.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div><div>Get Lost</div><div><div>1</div><div>W</div></div></div><div><div>Instant</div><div>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.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

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<div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Jace's Machinations2U</div><div>Instant</div><div>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.")</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Jace's Machinations2U</div><div>Instant</div><div>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.")</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Jace's Machinations2U</div><div>Instant</div><div>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.")</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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Petrified Hamlet

Land

When this land enters, choose a land card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.
Lands with the chosen name have "{T}: Add {C}."
{T}: Add {C}.

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Pinnacle Starcage (1)(W)(W)

Artifact

When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.

{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.

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Pinnacle Starcage (1)(W)(W)

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When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.

{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.

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Plains

Basic Land -- Plains

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

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Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Restless Anchorage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {U}.</p><p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p><p>Whenever this land attacks, create a Map token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Restless Anchorage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {W} or {U}.</p><p>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.</p><p>Whenever this land attacks, create a Map token.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seam Rip</div><div>Enchantment</div><div><p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Seam Rip</div><div>Enchantment</div><div><p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Seam Rip</div><div>Enchantment</div><div><p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Theorist's Sanctum</div><div>Land -- Island</div><div><p>{T}: Add {U}.)</p><p>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.)</p><p>{2}{U}, {T}: Empower Jace 2.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Theorist's Sanctum</div><div>Land -- Island</div><div><p>{T}: Add {U}.)</p><p>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.)</p><p>{2}{U}, {T}: Empower Jace 2.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The Theorist, Jace Beleren</div><div>Legendary Planeswalker -- Jace</div><div><p>At the beginning of each opponent's draw step, you draw a card.</p><p>[+1]: Create a 1/1 blue Illusion creature token.</p><p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p><p>[-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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> The Theorist, Jace Beleren 2UU </div> <div> Legendary Planeswalker -- Jace </div> <div> <p>At the beginning of each opponent's draw step, you draw a card.</p> <p>[+1]: Create a 1/1 blue Illusion creature token.</p> <p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p> <p>[-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.</p> </div> <div> <div>L3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> The Theorist, Jace Beleren 2UU </div> <div> Legendary Planeswalker -- Jace </div> <div> <p>At the beginning of each opponent's draw step, you draw a card.</p> <p>[+1]: Create a 1/1 blue Illusion creature token.</p> <p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p> <p>[-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.</p> </div> <div> <div>L3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> The Theorist, Jace Beleren 2UU </div> <div> Legendary Planeswalker -- Jace </div> <div> <p>At the beginning of each opponent's draw step, you draw a card.</p> <p>[+1]: Create a 1/1 blue Illusion creature token.</p> <p>[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.</p> <p>[-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.</p> </div> <div> <div>L3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Three Steps Ahead U </div> <div> Instant </div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Beza, the Bounding Spring 2WW </div> <div> Legendary Creature -- Elemental Elk </div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Beza, the Bounding Spring 2WW </div> <div> Legendary Creature -- Elemental Elk </div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Captain Marvel, Earth's Protector 3WW </div> <div> Legendary Creature -- Human Kree Hero </div> <div> <p>Flash</p> <p>Flying, lifelink</p> <p>Power-up -- {5}{W}{W}: Put a +1/+1 counter and an indestructible counter on Captain Marvel. (Activate each power-up ability only once. Reduce the cost by her mana cost if she entered this turn.)</p> <p>[sideboard]</p> </div> <div> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Disdainful Stroke 1U </div> <div> Instant </div> <div> <p>Counter target spell with mana value 4 or greater.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div><div><div>Disdainful Stroke</div><div>①②</div></div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Emeritus of Ideation</div><div>③④⑤</div></div><div>Creature -- Human Wizard</div><div>Flying, ward {2} This creature enters prepared. Whenever this creature attacks, you may exile eight cards from your graveyard. If you do, this creature becomes prepared.</div><div>[sideboard]</div><div>5/5</div><div>----- OTHER FACE -----</div><div><div>Ancestral Recall</div><div>⑥</div></div><div>Instant</div><div>Target player draws three cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Erode</div><div>⑦</div></div><div>Instant</div><div>Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Flashfreeze</div><div>⑧⑨</div></div><div>Instant</div><div>Counter target red or green spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Flashfreeze</div><div>⑩⑪</div></div><div>Instant</div><div>Counter target red or green spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Pinnacle Starcage</div><div>⑫⑬⑭</div></div><div>Artifact</div><div>When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Rest in Peace</div><div>⑮⑯</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Rest in Peace</div><div>⑰⑱</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards. If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Seam Rip</div> <div>W</div> </div> <div> <div>Enchantment</div> <div> <p>When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Ultima</div> <div>3WW</div> </div> <div> <div>Sorcery</div> <div> <p>Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Ultima</div> <div>3WW</div> </div> <div> <div>Sorcery</div> <div> <p>Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	
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