Archive Arbiter {6}

Artifact Creature -- Sphinx

Flying
When this creature enters, choose one --
* Destroy target noncreature, nonland permanent.
* You gain 4 life.

4/4

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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.")

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Island

Basic Land -- Island

({T}: Add {U}.)

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Multiply by Zero (1)(B)

Instant

Target creature has base power and toughness 0/0 until end of turn.

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Recursive Recruitment {2}{U}{B}

Sorcery

Create two 2/2 colorless Wizard Soldier creature tokens named Cadet. If this spell was cast from a graveyard, put a +1/+1 counter on each of them for every three cards in your graveyard.
Flashback {6}{U}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Sorcery

Create two 2/2 colorless Wizard Soldier creature tokens named Cadet. If this spell was cast from a graveyard, put a +1/+1 counter on each of them for every three cards in your graveyard.
Flashback {6}{U}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sphinx's Approach {1}{U}{U}

Instant

Draw two cards. Then you may exile this spell and four cards named Sphinx's Approach from your graveyard. If you do, search your library for a Sphinx creature card, put it onto the battlefield, then shuffle.
A deck can have any number of cards named Sphinx's Approach.

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Swamp

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({T}: Add {B}.)

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Theorix Annex

Land

This land enters tapped unless you control a planeswalker.
{T}: Add {U} or {B}.

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Theorix Charm (U)(B)

Instant

Choose one --
* Counter target noncreature spell unless its controller pays {2}.
* Target creature gets -2/-2 until end of turn.
* Mill three cards, then draw a card. (To mill three cards, put the top three cards of your library into your graveyard.)

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Twinned Vision {1}{U/R}

Instant

Draw a card. If this spell wasn't cast from your hand, draw two cards instead.
Flashback--{1}{U/R}{U/R}, Discard a card. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Break Under Pressure {2}{B}

Instant

Target opponent sacrifices a creature or planeswalker with the greatest mana value among creatures and planeswalkers they control. You gain 2 life.

[sideboard]

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Mindseeker Oculus (2)(U)

Creature -- Homunculus

When this creature enters, 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.")

[sideboard]

2/1

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[sideboard]

2/1

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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]

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Instant

Counter target white or black spell.

[sideboard]

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Counter target white or black spell.

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Terminal Criticism 1B

Instant

Destroy target creature or planeswalker that's blue or red. You gain 1 life.

[sideboard]

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Terminal Criticism 1B

Instant

Destroy target creature or planeswalker that's blue or red. You gain 1 life.

[sideboard]

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