Campus Crier {1}{W}

Creature -- Human Advisor

{1}, Exile this card from your graveyard: 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.")

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/1

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.")

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fatehold Annex

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sbruzzol - FreeForm (Prada's Cup: Reality Fracture) sheet 1/10 - 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.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexhaven Battalion {4}{W}{W}

Sorcery

Create three 2/2 colorless Wizard Soldier creature tokens named Cadet. 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.") Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexhaven Battalion {4}{W}{W}

Sorcery

Create three 2/2 colorless Wizard Soldier creature tokens named Cadet. 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.") Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

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

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Basic Land -- Island

({T}: Add {U}.)

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

Meticulous Commons

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.")

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mindseeker Oculus (2)(U)

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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.")

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sbruzzol - FreeForm (Prada's Cup: Reality Fracture) sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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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.")

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiply by Zero {1}{B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiply by Zero {1}{B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Multiply by Zero {1}{B}

Instant

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sbruzzol - FreeForm (Prada's Cup: Reality Fracture) sheet 4/10 - 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.

Plains

Basic Land -- Plains

({T}: Add {W}.)

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.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plan for All Outcomes {3}{U}

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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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prudent Fateseer {1}{W/U}{W/U}

Creature -- Dwarf Wizard

This creature enters prepared.
Whenever you scry or surveil, creatures you control get +1/+0 until end of turn. This ability triggers only once each turn.

1/4

- - - OTHER FACE - - -

Peer Review {2}{W/U}

Sorcery

Create a 2/2 colorless Wizard Soldier creature token named Cadet. Surveil 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prudent Fateseer {1}{W/U}{W/U}

Creature -- Dwarf Wizard

This creature enters prepared.
Whenever you scry or surveil, creatures you control get +1/+0 until end of turn. This ability triggers only once each turn.

1/4

- - - OTHER FACE - - -

Peer Review {2}{W/U}

Sorcery

Create a 2/2 colorless Wizard Soldier creature token named Cadet. Surveil 1.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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.
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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

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Theorix Annex

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unsummon (U)

Instant

Return target creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unsummon (U)

Instant

Return target creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Instant

Return target creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Healer (3)(W)

Legendary Enchantment

When Way of the Healer 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 "[-2]: Create a 2/2 colorless Wizard Soldier creature token named Cadet. Surveil 1."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Healer (3)(W)

Legendary Enchantment

When Way of the Healer 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 "[-2]: Create a 2/2 colorless Wizard Soldier creature token named Cadet. Surveil 1."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Way of the Mind Sculptor (4)(U)

Legendary Enchantment

When Way of the Mind Sculptor 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, if you removed two or more loyalty counters to activate it, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sbruzzol - FreeForm (Prada's Cup: Reality Fracture) sheet 7/10 - 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.

Way of the Mind Sculptor {4}{U}

Legendary Enchantment

When Way of the Mind Sculptor 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, if you removed two or more loyalty counters to activate it, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Your Fate Ends Here {2}{W}

Instant

Destroy target creature or planeswalker with mana value 3 or greater. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Your Fate Ends Here {2}{W}

Instant

Destroy target creature or planeswalker with mana value 3 or greater. Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blessed Ghoul {W/B}

Creature -- Zombie Cleric

Lifelink
{2}{W/B}: Return this card from your graveyard to your hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blessed Ghoul {W/B}

Creature -- Zombie Cleric

Lifelink
{2}{W/B}: Return this card from your graveyard to your hand.

[sideboard]

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - sbruzzol - FreeForm (Prada's Cup: Reality Fracture) sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexhaven Battalion {4}{W}{W}

Sorcery

Create three 2/2 colorless Wizard Soldier creature tokens named Cadet. 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.") Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hexhaven Battalion {4}{W}{W}

Sorcery

Create three 2/2 colorless Wizard Soldier creature tokens named Cadet. 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.") Basic landcycling {2} ({2}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle.)

[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

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

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.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

[sideboard]

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Theorix Charm {U}{B}

Instant

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twisted Fates {2}{W}{W}{B}

Sorcery

Destroy target nonland permanent. Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Twisted Fates {2}{W}{W}{B}

Sorcery

Destroy target nonland permanent. Put a +1/+1 counter on each creature target player controls.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.