Deputy of Detention {1}{W}{U}

Creature -- Vedalken Wizard

When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Vedalken Wizard

When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dovin's Veto {W}{U}

Instant

This spell can't be countered.
Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dovin's Veto {W}{U}

Instant

This spell can't be countered.
Counter target noncreature spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enter the God-Eternals {2}{U}{U}{B}

Sorcery

Enter the God-Eternals deals 4 damage to target creature and you gain life equal to the damage dealt this way. Target player mills four cards. Amass Zombies 4. (Put four +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enter the God-Eternals {2}{U}{U}{B}

Sorcery

Enter the God-Eternals deals 4 damage to target creature and you gain life equal to the damage dealt this way. Target player mills four cards. Amass Zombies 4. (Put four +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ethereal Absolution {4}{W}{B}

Enchantment

Creatures you control get +1/+1.
Creatures your opponents control get -1/-1.
{2}{W}{B}: Exile target card from an opponent's graveyard. If it was a creature card, you create a 1/1 white and black Spirit creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

Creatures you control get +1/+1.
Creatures your opponents control get -1/-1.
{2}{W}{B}: Exile target card from an opponent's graveyard. If it was a creature card, you create a 1/1 white and black Spirit creature token with flying.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ShiroCclan - Pioneer (DeadCatCup) 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.

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fabled Passage

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Hengegate Pathway

Land

{T}: Add {W}.

- - - BACK FACE - - -

Mistgate Pathway

Land

{T}: Add {U}.

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.

Hero of Precinct One {1}{W}

Creature -- Human Warrior

Whenever you cast a multicolored spell, create a 1/1 white Human creature token.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hero of Precinct One {1}{W}

Creature -- Human Warrior

Whenever you cast a multicolored spell, create a 1/1 white Human creature token.

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2/2

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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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ShiroCclan - Pioneer (DeadCatCup) sheet 3/10 - 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.

Isolated Chapel

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya, Orzhov Usurper {1}{W}{B}

Legendary Planeswalker -- Kaya

[+1]: Exile up to two target cards from a single graveyard. You gain 2 life if at least one creature card was exiled this way.
[-1]: Exile target nonland permanent with mana value 1 or less.
[-5]: Kaya deals damage to target player equal to the number of cards that player owns in exile and you gain that much life.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya, Orzhov Usurper {1}{W}{B}

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L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mortify {1}{W}{B}

Instant

Destroy target creature or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oath of Kaya {1}{W}{B}

Legendary Enchantment

When Oath of Kaya enters, it deals 3 damage to any target and you gain 3 life.
Whenever an opponent attacks a planeswalker you control with one or more creatures, Oath of Kaya deals 2 damage to that player and you gain 2 life.

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.

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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

Seraph of the Scales {2}{W}{B}

Creature -- Angel

Flying
{W}: This creature gains vigilance until end of turn.
{B}: This creature gains deathtouch until end of turn.
Afterlife 2 (When this creature dies, create two 1/1 white and black Spirit creature tokens with flying.)

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sorin, Vengeful Bloodlord {2}{W}{B}

Legendary Planeswalker -- Sorin

During your turn, creatures and planeswalkers you control have lifelink.
[+2]: Sorin deals 1 damage to target player or planeswalker.
[-X]: Return target creature card with mana value X from your graveyard to the battlefield. That creature is a Vampire in addition to its other types.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ShiroCclan - Pioneer (DeadCatCup) sheet 5/10 - 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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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Hollow

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped unless you control two or more basic lands.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sunken Hollow

Land -- Island Swamp

({T}: Add {U} or {B}.)
This land enters tapped unless you control two or more basic lands.

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

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({T}: Add {B}.)

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Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi, Hero of Dominaria {3}{W}{U}

Legendary Planeswalker -- Teferi

[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.
[-3]: Put target nonland permanent into its owner's library third from the top.
[-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls."

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ShiroCclan - Pioneer (DeadCatCup) sheet 6/10 - 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.

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Deceit

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thief of Sanity {1}{U}{B}

Creature -- Specter

Flying
Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thought Erasure {U}{B}

Sorcery

Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
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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Sorcery

Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
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

Playtest cards - ShiroCclan - Pioneer (DeadCatCup) 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.

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Target opponent reveals their hand. You choose a nonland card from it. That player discards that card.
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

Tyrant's Scorn {U}{B}

Instant

Choose one --
* Destroy target creature with mana value 3 or less.
* Return target creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tyrant's Scorn {U}{B}

Instant

Choose one --
* Destroy target creature with mana value 3 or less.
* Return target creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashiok, Nightmare Weaver {1}{U}{B}

Legendary Planeswalker -- Ashiok

[+2]: Exile the top three cards of target opponent's library.
[-X]: Put a creature card with mana value X exiled with Ashiok onto the battlefield under your control. That creature is a Nightmare in addition to its other types.
[-10]: Exile all cards from all opponents' hands and graveyards.

[sideboard]

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basilica Bell-Haunt {W}{W}{B}{B}

Creature -- Spirit

When this creature enters, each opponent discards a card and you gain 3 life.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basilica Bell-Haunt {W}{W}{B}{B}

Creature -- Spirit

When this creature enters, each opponent discards a card and you gain 3 life.

[sideboard]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bastion of Remembrance {2}{B}

Enchantment

When this enchantment enters, create a 1/1 white Human Soldier creature token.
Whenever a creature you control dies, each opponent loses 1 life and you gain 1 life.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Despark {W}{B}

Instant

Exile target permanent with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Despark {W}{B}

Instant

Exile target permanent with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hostage Taker {2}{U}{B}

Creature -- Human Pirate

When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya's Wrath {W}{W}{B}{B}

Sorcery

Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kaya's Wrath {W}{W}{B}{B}

Sorcery

Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana, Dreadhorde General {4}{B}{B}

Legendary Planeswalker -- Liliana

Whenever a creature you control dies, draw a card.
[+1]: Create a 2/2 black Zombie creature token.
[-4]: Each player sacrifices two creatures of their choice.
[-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.

[sideboard]

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Liliana, Dreadhorde General {4}{B}{B}

Legendary Planeswalker -- Liliana

Whenever a creature you control dies, draw a card.
[+1]: Create a 2/2 black Zombie creature token.
[-4]: Each player sacrifices two creatures of their choice.
[-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest.

[sideboard]

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Eldest Reborn {4}{B}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Each opponent sacrifices a creature or planeswalker of their choice.
II -- Each opponent discards a card.
III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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III -- Put target creature or planeswalker card from a graveyard onto the battlefield under your control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unmoored Ego {1}{U}{B}

Sorcery

Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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[sideboard]

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