

Ajani Unrelenting (4)(R)(R) Legendary Planeswalker -- Ajani Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet. [+1]: Creatures you control get +1/+0 and gain haste until end of turn. [-2]: Discard your hand, then draw a card for each creature you control. [-3]: Ajani deals 4 damage to each creature except for tokens you control. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Unrelenting (4)(R)(R) Legendary Planeswalker -- Ajani Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet. [+1]: Creatures you control get +1/+0 and gain haste until end of turn. [-2]: Discard your hand, then draw a card for each creature you control. [-3]: Ajani deals 4 damage to each creature except for tokens you control. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Unrelenting (4)(R)(R) Legendary Planeswalker -- Ajani Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet. [+1]: Creatures you control get +1/+0 and gain haste until end of turn. [-2]: Discard your hand, then draw a card for each creature you control. [-3]: Ajani deals 4 damage to each creature except for tokens you control. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ajani Unrelenting (4)(R)(R) Legendary Planeswalker -- Ajani Whenever you activate a loyalty ability, create a 2/2 colorless Wizard Soldier creature token named Cadet. [+1]: Creatures you control get +1/+0 and gain haste until end of turn. [-2]: Discard your hand, then draw a card for each creature you control. [-3]: Ajani deals 4 damage to each creature except for tokens you control. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ashling, Rekindled (1)(R) Legendary Creature -- Elemental Sorcerer Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card. At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling. 1/3 ----- BACK FACE ----- Ashling, Rimebound Legendary Creature -- Elemental Wizard Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater. At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashling, Rekindled (1)(R) Legendary Creature -- Elemental Sorcerer Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card. At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling. 1/3 ----- BACK FACE ----- Ashling, Rimebound Legendary Creature -- Elemental Wizard Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater. At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashling, Rekindled (1)(R) Legendary Creature -- Elemental Sorcerer Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card. At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling. 1/3 ----- BACK FACE ----- Ashling, Rimebound Legendary Creature -- Elemental Wizard Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater. At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashling, Rekindled (1)(R) Legendary Creature -- Elemental Sorcerer Whenever this creature enters or transforms into Ashling, Rekindled, you may discard a card. If you do, draw a card. At the beginning of your first main phase, you may pay {U}. If you do, transform Ashling. 1/3 ----- BACK FACE ----- Ashling, Rimebound Legendary Creature -- Elemental Wizard Whenever this creature transforms into Ashling, Rimebound and at the beginning of your first main phase, add two mana of any one color. Spend this mana only to cast spells with mana value 4 or greater. At the beginning of your first main phase, you may pay {R}. If you do, transform Ashling. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ebady, Amin ? - Standard (\$1K Standard RCQ - SCG CON Hartford - Friday -

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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.

sheet 1/10 - 8 cards - 2.5 x 3.5 in each

Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blazemire Verge Land {T}: Add {B}. {T}: Add {R}. Activate only if you control a Swamp or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blood Crypt Land -- Swamp Mountain {T}: Add {B} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gloomlake Verge Land {T}: Add {U}. {T}: Add {B}. Activate only if you control an Island or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island ({T}: Add {U}.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Balemurk Enchantment Creature -- Avatar Horror Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overlord of the Boilerbilges Enchantment Creature -- Avatar Horror Impending 4--{2}{R}{R} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, it deals 4 damage to any target. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Prismari Charm Instant Choose one -- * Surveil 2, then draw a card. * Prismari Charm deals 1 damage to each of one or two targets. * Return target nonland permanent to its owner's hand. U R PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requiting Hex Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requiting Hex Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Requiting Hex Instant As an additional cost to cast this spell, you may blight 1. (You may put a -1/-1 counter on a creature you control.) Destroy target creature with mana value 2 or less. If this spell's additional cost was paid, you gain 2 life. B PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rewrite Regrets 3B Sorcery Return target creature or planeswalker card with mana value 6 or less from your graveyard to the battlefield. 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rewrite Regrets 3B Sorcery Return target creature or planeswalker card with mana value 6 or less from your graveyard to the battlefield. 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rewrite Regrets 3B Sorcery Return target creature or planeswalker card with mana value 6 or less from your graveyard to the battlefield. 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Rewrite Regrets 3B Sorcery Return target creature or planeswalker card with mana value 6 or less from your graveyard to the battlefield. 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.") PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Riverpyre Verge Land {T}: Add {R}. {T}: Add {U}. Activate only if you control an Island or a Mountain. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seasoned Cryomancer 1UU Creature -- Human Wizard When this creature enters, draw two cards, then discard two cards. When you discard one or more nonland cards this way, tap up to that many target creatures and put a stun counter on each of them. {3}{U}{U}, Exile this card from your graveyard: Draw two cards. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Steam Vents Land -- Island Mountain {T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Superior Spider-Man (2)(U)(B)

Legendary Creature -- Spider Human Hero

Mind Swap -- You may have Superior Spider-Man enter as a copy of any creature card in a graveyard, except his name is Superior Spider-Man and he's a 4/4 Spider Human Hero in addition to his other types. When you do, exile that card.

4/4

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Swamp

Basic Land -- Swamp

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

The Theorist, Jace Beleren (2)(U)(U)

Legendary Planeswalker -- Jace

At the beginning of each opponent's draw step, you draw a card.

[+1]: Create a 1/1 blue Illusion creature token.

[-2]: For each opponent, return up to one target artifact or creature that player controls to its owner's hand.

[-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.

L 3

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Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Watery Grave Land -- Island Swamp {T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Day of Black Sun Sorcery Each creature with mana value X or less loses all abilities until end of turn. Destroy those creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Garruk, Veiled Butcher (3)(B)(B) Legendary Planeswalker -- Garruk If a creature an opponent controls would die, exile it instead. [+2]: Up to one target creature gets -4/-1 until your next turn. [-2]: Each player sacrifices a creature of their choice. If you sacrificed a creature this way, create a 4/4 green Beast creature token with trample. [-3]: Each opponent discards two cards. For each opponent who didn't discard two nonland cards this way, you draw a card. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harvester of Misery (3)(B)(B) Creature -- Spirit Menace When this creature enters, other creatures get -2/-2 until end of turn. {1}{B}, Discard this card: Target creature gets -2/-2 until end of turn. [sideboard] 5/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ill-Timed Explosion (2)(U)(R) Sorcery Draw two cards. Then you may discard two cards. When you do, Ill-Timed Explosion deals X damage to each creature, where X is the greatest mana value among cards discarded this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	M.O.D.O.K. (3)(B)(B) Legendary Artifact Creature -- Villain Flying, lifelink Mental Organism -- Pay 3 life: M.O.D.O.K. connives. Activate only during your turn. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.) Designed Only for Killing -- Creatures your opponents control get -1/-1. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Strategic Betrayal (1)(B) Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal (1)(B) Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal (1)(B) Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Terminal Criticism (1)(B) Instant Destroy target creature or planeswalker that's blue or red. You gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Terminal Criticism

①B

Instant

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

[sideboard]

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②UUU

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[sideboard]

L 3

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Wan Shi Tong, Librarian

XXUUU

Legendary Creature -- Bird Spirit

Flash

Flying, vigilance

When Wan Shi Tong enters, put X +1/+1 counters on him. Then draw half X cards, rounded down.

Whenever an opponent searches their library, put a +1/+1 counter on Wan Shi Tong and draw a card.

[sideboard]

1/1

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