

<div><div><div>Brazen Borrower</div><div>①④④</div></div><div>Creature -- Faerie Rogue</div><div>Flash Flying This creature can block only creatures with flying.</div><div>3/1</div><div>ADVENTURE</div><div>Petty Theft</div><div>①④</div><div>Instant -- Adventure</div><div>Return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Brazen Borrower</div><div>①④④</div></div><div>Creature -- Faerie Rogue</div><div>Flash Flying This creature can block only creatures with flying.</div><div>3/1</div><div>ADVENTURE</div><div>Petty Theft</div><div>①④</div><div>Instant -- Adventure</div><div>Return target nonland permanent an opponent controls to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Clearwater Pathway</div><div></div></div><div>Card</div><div></div><div>OTHER FACE</div><div>Clearwater Pathway</div><div></div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Clearwater Pathway</div><div></div></div><div>Card</div><div></div><div>OTHER FACE</div><div>Clearwater Pathway</div><div></div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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(B)

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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(B)

This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

2/2

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This creature can't block. Whenever you commit a crime, you may pay {B}. If you do, return this card from your graveyard to the battlefield. (Targeting opponents, anything they control, and/or cards in their graveyards is a crime.)

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

If you control two or more other lands, this land enters tapped.
{T}: Add {B}.
{3}{B}: Until end of turn, this land becomes a 3/3 black Beholder creature with menace and "Whenever this creature attacks, exile target card from defending player's graveyard." It's still a land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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<div> <div>Island</div> <div>Basic Land -- Island</div> <div>{T}: Add {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Kaito Shizuki</div> <div>Legendary Planeswalker -- Kaito</div> <div>At the beginning of your end step, if Kaito entered this turn, he phases out. [+1]: Draw a card. Then discard a card unless you attacked this turn. [-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked." [-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle."</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Kaito Shizuki</div> <div>Legendary Planeswalker -- Kaito</div> <div>At the beginning of your end step, if Kaito entered this turn, he phases out. [+1]: Draw a card. Then discard a card unless you attacked this turn. [-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked." [-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle."</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Kaito Shizuki</div> <div>Legendary Planeswalker -- Kaito</div> <div>At the beginning of your end step, if Kaito entered this turn, he phases out. [+1]: Draw a card. Then discard a card unless you attacked this turn. [-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked." [-7]: You get an emblem with "Whenever a creature you control deals combat damage to a player, search your library for a blue or black creature card, put it onto the battlefield, then shuffle."</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Make Disappear</div> <div>Instant</div> <div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Make Disappear</div> <div>Instant</div> <div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Make Disappear</div> <div>Instant</div> <div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Make Disappear</div> <div>Instant</div> <div>Casualty 1 (As you cast this spell, you may sacrifice a creature with power 1 or greater. When you do, copy this spell and you may choose a new target for the copy.) Counter target spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div>Otawara, Soaring City</div> <div>Legendary Land</div> <div>{T}: Add {U}. Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Restless Reef</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Restless Reef</div> <div>Land</div> <div>This land enters tapped. {T}: Add {U} or {B}. {2}{U}{B}: Until end of turn, this land becomes a 4/4 blue and black Shark creature with deathtouch. It's still a land. Whenever this land attacks, target player mills four cards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Sheoldred's Edict</div> <div>Instant</div> <div>Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Sheoldred's Edict</div> <div>Instant</div> <div>Choose one -- * Each opponent sacrifices a nontoken creature of their choice. * Each opponent sacrifices a creature token of their choice. * Each opponent sacrifices a planeswalker of their choice.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Shipwreck Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or more other lands. {T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Soaring Thought-Thief</div> <div>Creature -- Human Rogue</div> <div>Flash Flying As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Soaring Thought-Thief</div> <div>Creature -- Human Rogue</div> <div>Flash Flying As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Soaring Thought-Thief U B Creature -- Human Rogue Flash Flying As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards. <div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Soaring Thought-Thief U B Creature -- Human Rogue Flash Flying As long as an opponent has eight or more cards in their graveyard, Rogues you control get +1/+0. Whenever one or more Rogues you control attack, each opponent mills two cards. <div>1/3</div> 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
Takenuma, Abandoned Mire Legendary Land {T}: Add {B}. Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thieves' Guild Enforcer B Creature -- Human Rogue Flash Whenever this creature or another Rogue you control enters, each opponent mills two cards. As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thieves' Guild Enforcer B Creature -- Human Rogue Flash Whenever this creature or another Rogue you control enters, each opponent mills two cards. As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thieves' Guild Enforcer B Creature -- Human Rogue Flash Whenever this creature or another Rogue you control enters, each opponent mills two cards. As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thieves' Guild Enforcer (B) <hr/> Creature -- Human Rogue <hr/> Flash Whenever this creature or another Rogue you control enters, each opponent mills two cards. As long as an opponent has eight or more cards in their graveyard, this creature gets +2/+1 and has deathtouch. <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thoughtseize (B) <hr/> Sorcery <hr/> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thoughtseize (B) <hr/> Sorcery <hr/> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Thoughtseize (B) <hr/> Sorcery <hr/> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Thoughtseize (B) <hr/> Sorcery <hr/> Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Three Steps Ahead (U) <hr/> Instant <hr/> Spree (Choose one or more additional costs.) + {1}{U} -- Counter target spell. + {3} -- Create a token that's a copy of target artifact or creature you control. + {2} -- Draw two cards, then discard a card. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Underground River <hr/> Land <hr/> {T}: Add {C}. {T}: Add {U} or {B}. This land deals 1 damage to you. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Urborg, Tomb of Yawgmoth <hr/> Legendary Land <hr/> Each land is a Swamp in addition to its other land types. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Cut Down</div><div>Instant</div><div>Destroy target creature with total power and toughness 5 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Disdainful Stroke</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>

Disdainful Stroke (1)(U) <hr/> Instant <hr/> Counter target spell with mana value 4 or greater. [sideboard]	Knight of Dusk's Shadow (1)(B) <hr/> Creature -- Human Knight <hr/> Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. [sideboard]	Knight of Dusk's Shadow (1)(B) <hr/> Creature -- Human Knight <hr/> Menace (This creature can't be blocked except by two or more creatures.) Your opponents can't gain life. {1}{B}: This creature gets +1/+1 until end of turn. [sideboard]	Negate (1)(U) <hr/> Instant <hr/> Counter target noncreature spell. [sideboard]
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Negate (1)(U) <hr/> Instant <hr/> Counter target noncreature spell. [sideboard]	Unlicensed Hearse (2) <hr/> Artifact -- Vehicle <hr/> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard]	Unlicensed Hearse (2) <hr/> Artifact -- Vehicle <hr/> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard]	Unlicensed Hearse (2) <hr/> Artifact -- Vehicle <hr/> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 [sideboard]
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<div><div><div>Witch's Vengeance</div><div>1BB</div></div><div>Sorcery</div><div>Creatures of the creature type of your choice get -3/-3 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Witch's Vengeance</div><div>1BB</div></div><div>Sorcery</div><div>Creatures of the creature type of your choice get -3/-3 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Witch's Vengeance</div><div>1BB</div></div><div>Sorcery</div><div>Creatures of the creature type of your choice get -3/-3 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	
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Playtest cards - XboxGreg - Pioneer (Pioneer Challenge 32)

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each