

① ⑧

As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.

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① ② B

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Card

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U

Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
Draw a card.

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Deep-Cavern Bat (1)(B) Creature -- Bat Flying, lifelink When this creature enters, look at target opponent's hand. You may exile a nonland card from it until this creature leaves the battlefield. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duelist of the Mind (1)(U) Creature -- Human Advisor Flying, vigilance Duelist of the Mind's power is equal to the number of cards you've drawn this turn. Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn. */3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duelist of the Mind (1)(U) Creature -- Human Advisor Flying, vigilance Duelist of the Mind's power is equal to the number of cards you've drawn this turn. Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn. */3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duelist of the Mind (1)(U) Creature -- Human Advisor Flying, vigilance Duelist of the Mind's power is equal to the number of cards you've drawn this turn. Whenever you commit a crime, you may draw a card. If you do, discard a card. This ability triggers only once each turn. */3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Faerie Dreamthief (B) Creature -- Faerie Warlock Flying When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Faerie Dreamthief (B) Creature -- Faerie Warlock Flying When this creature enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) {2}{B}, Exile this card from your graveyard: You draw a card and you lose 1 life. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push (B) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push (B) Instant 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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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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.

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Basic Land -- Island

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

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

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UU

Legendary Planeswalker -- Jace

You can't cast Jace Reawakened during your first, second, or third turns of the game.

[+1]: Draw a card, then discard a card.

[+1]: You may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted.

[-6]: Until end of turn, whenever you cast a spell, copy it. You may choose new targets for the copy.

L 3

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<div> <div>Jace Reawakened</div> <div> <div>U</div> <div>U</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Jace</div> <div> <div>You can't cast Jace Reawakened during your first, second, or third turns of the game.</div> <div>[+1]: Draw a card, then discard a card.</div> <div>[+1]: You may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted.</div> <div>[-6]: Until end of turn, whenever you cast a spell, copy it. You may choose new targets for the copy.</div> </div> <div> <div>L</div> <div>3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Jace Reawakened</div> <div> <div>U</div> <div>U</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Jace</div> <div> <div>You can't cast Jace Reawakened during your first, second, or third turns of the game.</div> <div>[+1]: Draw a card, then discard a card.</div> <div>[+1]: You may exile a nonland card with mana value 3 or less from your hand. If you do, it becomes plotted.</div> <div>[-6]: Until end of turn, whenever you cast a spell, copy it. You may choose new targets for the copy.</div> </div> <div> <div>L</div> <div>3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Ledger Shredder</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div> <div>Creature -- Bird Advisor</div> <div> <div>Flying</div> <div>Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>	<div> <div>Ledger Shredder</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div> <div>Creature -- Bird Advisor</div> <div> <div>Flying</div> <div>Whenever a player casts their second spell each turn, this creature connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</div> </div> <div> <div>1/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>
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Proft's Eidetic Memory ①① Legendary Enchantment When Proft's Eidetic Memory enters, draw a card. You have no maximum hand size. At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Proft's Eidetic Memory ①① Legendary Enchantment When Proft's Eidetic Memory enters, draw a card. You have no maximum hand size. At the beginning of combat on your turn, if you've drawn more than one card this turn, put X +1/+1 counters on target creature you control, where X is the number of cards you've drawn this turn minus one. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Sheoldred, the Apocalypse ②B③ Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Steamcore Scholar ②① Creature -- Weird Detective Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
Steamcore Scholar ②① Creature -- Weird Detective Flying, vigilance When this creature enters, draw two cards. Then discard two cards unless you discard an instant or sorcery card or a creature card with flying. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Swamp Basic Land -- Swamp ({T}: Add {B}.) <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	Thoughtseize B Sorcery 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 PLAYbotbox.dev</div>

Playtest cards - MichelangeloPira - Pioneer (Pioneer League)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

B

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⑦ ⑧

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Draw three cards.

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7 U

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⑦ ⑧

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)
Draw three cards.

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① ②

When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield.

[X]: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.

2/1

- - - BACK FACE - - -

5 B R

As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells."

[+2]: Exile the top card of each player's library.

[-3]: Exile target artifact or creature.

[-8]: Exile all graveyards. Add {R}{R}{R}.

L 5

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① ② B

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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.

<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>Ashiok, Dream Render①④/B④/B</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Blot Out②B</div><div>Instant</div><div>Target opponent exiles a creature or planeswalker they control with the greatest mana value among creatures and planeswalkers they control.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Damping Sphere②</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Damping Sphere②</div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Kaito Shizuki</div> <div> <div>1</div> <div>U</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Kaito</div> <div> <p>At the beginning of your end step, if Kaito entered this turn, he phases out.</p> <p>[+1]: Draw a card. Then discard a card unless you attacked this turn.</p> <p>[-2]: Create a 1/1 blue Ninja creature token with "This token can't be blocked."</p> <p>[-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."</p> <div>[sideboard]</div> <div>L 3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Knight of Dusk's Shadow</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Creature -- Human Knight</div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>Your opponents can't gain life.</p> <p>{1}{B}: This creature gets +1/+1 until end of turn.</p> <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Knight of Dusk's Shadow</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Creature -- Human Knight</div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>Your opponents can't gain life.</p> <p>{1}{B}: This creature gets +1/+1 until end of turn.</p> <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Knight of Dusk's Shadow</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Creature -- Human Knight</div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>Your opponents can't gain life.</p> <p>{1}{B}: This creature gets +1/+1 until end of turn.</p> <div>[sideboard]</div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Legion's End</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div> <div>Sorcery</div> <div> <p>Exile target creature an opponent controls with mana value 2 or less and all other creatures that player controls with the same name as that creature. Then that player reveals their hand and exiles all cards with that name from their hand and graveyard.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Spell Pierce</div> <div> <div>U</div> </div> </div> <div> <div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Spell Pierce</div> <div> <div>U</div> </div> </div> <div> <div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Unlicensed Hearse</div> <div> <div>2</div> </div> </div> <div> <div> <div>Artifact -- Vehicle</div> <div> <p>{T}: Exile up to two target cards from a single graveyard.</p> <p>Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.</p> <p>Crew 2</p> <div>[sideboard]</div> <div>*/*</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

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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 9/10 - 8 cards - 2.5 x 3.5 in each

<div> <div> Unlicensed Hearse <div>2</div> </div> <div> Artifact -- Vehicle </div> <div> <div> {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 </div> <div> [sideboard] </div> </div> <div> <div> <div>*/*</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div>	<div> <div> Virtue of Persistence <div>5BB</div> </div> <div> Enchantment </div> <div> <div> At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. </div> <div> [sideboard] </div> </div> <div> <div> <div> <div>----- ADVENTURE -----</div> </div> <div> Lothwain Scorn <div>1B</div> </div> <div> Sorcery -- Adventure </div> <div> Target creature gets -3/-3 until end of turn. You gain 2 life. </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>	<div> <div> Virtue of Persistence <div>5BB</div> </div> <div> Enchantment </div> <div> <div> At the beginning of your upkeep, put target creature card from a graveyard onto the battlefield under your control. </div> <div> [sideboard] </div> </div> <div> <div> <div> <div>----- ADVENTURE -----</div> </div> <div> Lothwain Scorn <div>1B</div> </div> <div> Sorcery -- Adventure </div> <div> Target creature gets -3/-3 until end of turn. You gain 2 life. </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> </div>
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