

<div> Agadeem's Awakening (X)(B)(B)(B) </div> <div> Sorcery </div> <div> Return from your graveyard to the battlefield any number of target creature cards that each have a different mana value X or less. </div> <div> <div>3/1</div> </div> <div> <div>BACK FACE</div> </div> <div> Agadeem, the Undercrypt </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Brazen Borrower (1)(U)(U) </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying This creature can block only creatures with flying. </div> <div> <div>3/1</div> </div> <div> <div>ADVENTURE</div> </div> <div> Petty Theft (1)(U) </div> <div> Instant -- Adventure </div> <div> Return target nonland permanent an opponent controls to its owner's hand. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Brazen Borrower (1)(U)(U) </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying This creature can block only creatures with flying. </div> <div> <div>3/1</div> </div> <div> <div>ADVENTURE</div> </div> <div> Petty Theft (1)(U) </div> <div> Instant -- Adventure </div> <div> Return target nonland permanent an opponent controls to its owner's hand. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Castle Lothwain </div> <div> Land </div> <div> This land enters tapped unless you control a Swamp. {T}: Add {B}. {1}{B}{B}, {T}: Draw a card, then you lose life equal to the number of cards in your hand. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Cavern of Souls </div> <div> Land </div> <div> As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Clearwater Pathway </div> <div> Card </div> <div> <div>OTHER FACE</div> </div> <div> Clearwater Pathway </div> <div> Card </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Clearwater Pathway </div> <div> Card </div> <div> <div>OTHER FACE</div> </div> <div> Clearwater Pathway </div> <div> Card </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Clearwater Pathway </div> <div> Card </div> <div> <div>OTHER FACE</div> </div> <div> Clearwater Pathway </div> <div> Card </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

Clearwater Pathway

Card

- - - OTHER FACE - - -

Clearwater Pathway

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Darkslick Shores

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {U} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in the Loch

UB

Instant

Choose one --

- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.
- * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in the Loch

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Instant

Choose one --

- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Drown in the Loch

U B

Instant

```
Choose one --
* Counter target spell with mana
value less than or equal to the
number of cards in its controller's
graveyard.
* Destroy target creature with mana
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - FreedMania - Pioneer (Pioneer League)

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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

<div> Drown in the Loch UB </div> <div> Instant </div> <div> Choose one -- * Counter target spell with mana value less than or equal to the number of cards in its controller's graveyard. * Destroy target creature with mana value less than or equal to the number of cards in its controller's graveyard. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Faerie Mastermind 1U </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Faerie Mastermind 1U </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Faerie Mastermind 1U </div> <div> Creature -- Faerie Rogue </div> <div> Flash Flying Whenever an opponent draws their second card each turn, you draw a card. {3}{U}: Each player draws a card. </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Fatal Push B </div> <div> Instant </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fatal Push B </div> <div> Instant </div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Go for the Throat 1B </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Go for the Throat 1B </div> <div> Instant </div> <div> Destroy target nonartifact creature. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div><div>Go for the Throat</div><div><div>1</div><div>B</div></div></div> <div><div>Instant</div><div>Destroy target nonartifact creature.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Hive of the Eye Tyrant</div></div> <div><div>Land</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Hive of the Eye Tyrant</div></div> <div><div>Land</div><div>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Island</div></div> <div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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<div> <div>Otawara, Soaring City</div> <div></div> </div> <div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {U}.</p> <p>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.</p> </div> <div> <div></div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sheoldred, the Apocalypse</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sheoldred, the Apocalypse</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Sheoldred, the Apocalypse</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <p>Deathtouch</p> <p>Whenever you draw a card, you gain 2 life.</p> <p>Whenever an opponent draws a card, they lose 2 life.</p> </div> <div> <div>4/5</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Playtest cards - FreedMania - Pioneer (Pioneer League)

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sheet 5/10 - 8 cards - 2.5 x 3.5 in each

<div><div><div>Soaring Thought-Thief</div><div>U B</div></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 PLAYbotbox.dev</div></div>	<div><div><div>Soaring Thought-Thief</div><div>U B</div></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 PLAYbotbox.dev</div></div>	<div><div><div>Soaring Thought-Thief</div><div>U B</div></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 PLAYbotbox.dev</div></div>	<div><div><div>Soaring Thought-Thief</div><div>U B</div></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 PLAYbotbox.dev</div></div>
<div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spell Pierce</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Swamp</div></div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Thieves' Guild Enforcer</div><div>B</div></div><div>Creature -- Human Rogue</div><div>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><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Thieves' Guild Enforcer ⓑ <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>	Thieves' Guild Enforcer ⓑ <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>	Thieves' Guild Enforcer ⓑ <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 ⓑ <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 ⓑ <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 ⓑ <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 ⓑ <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>	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>

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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.

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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 PLAY botbox.dev

Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disdainful Stroke (1)(U)

Instant

Counter target spell with mana value 4 or greater.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute (2)(U)

Instant

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mystical Dispute (2U)

Instant

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

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[sideboard]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U

This spell costs {2} less to cast if it targets a blue spell.
Counter target spell unless its controller pays {3}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target creature or planeswalker that's green or white. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Destroy target creature or planeswalker that's green or white. You gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓑ

Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

This Vehicle enters with three charge counters on it.

[2], [T], Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."

Crew 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

②

This Vehicle enters with three charge counters on it.

[2], [T], Remove a charge counter from this Vehicle: Draw a card. Then if there are no charge counters on this Vehicle, create a Treasure token and a 1/1 colorless Pilot creature token with "This token crews Vehicles as though its power were 2 greater."

Crew 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4/4

②③

Flash
When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3/2

<div><div>Unlicensed Hearse②</div><div>Artifact -- Vehicle</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Unlicensed Hearse②</div><div>Artifact -- Vehicle</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div>Unlicensed Hearse②</div><div>Artifact -- Vehicle</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	
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