

1 B

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

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Card

- - - OTHER FACE - - -

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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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<div> <div>Consider</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Consider</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Darkslick Shores</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Darkslick Shores</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {U} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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<p>Deep-Cavern Bat (1)(B)</p> <p>Creature -- Bat</p> <p>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.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Duelist of the Mind (1)(U)</p> <p>Creature -- Human Advisor</p> <p>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.</p> <p>* / 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Duelist of the Mind (1)(U)</p> <p>Creature -- Human Advisor</p> <p>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.</p> <p>* / 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Duelist of the Mind (1)(U)</p> <p>Creature -- Human Advisor</p> <p>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.</p> <p>* / 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
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<div><div>Jace Reawakened</div><div>UU</div></div> <div>Legendary Planeswalker -- Jace</div> <div>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.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Jace Reawakened</div><div>UU</div></div> <div>Legendary Planeswalker -- Jace</div> <div>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.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ledger Shredder</div><div>1U</div></div> <div>Creature -- Bird Advisor</div> <div>Flying 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>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Ledger Shredder</div><div>1U</div></div> <div>Creature -- Bird Advisor</div> <div>Flying 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>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

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<div> <div>Otawara, Soaring City</div> </div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {U}.</div> <div>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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Proft's Eidetic Memory</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <div>When Proft's Eidetic Memory enters, draw a card.</div> <div>You have no maximum hand size.</div> <div>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Proft's Eidetic Memory</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <div>When Proft's Eidetic Memory enters, draw a card.</div> <div>You have no maximum hand size.</div> <div>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Proft's Eidetic Memory</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Legendary Enchantment</div> <div> <div>When Proft's Eidetic Memory enters, draw a card.</div> <div>You have no maximum hand size.</div> <div>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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

Proft's Eidetic Memory ①②

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.

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Rona, Herald of Invasion

Card

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Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

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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.

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Thoughtseize

Sorcery

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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Thoughtseize

Sorcery

Target player reveals their hand.
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B

Target player reveals their hand.
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(B)

Target player reveals their hand.
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⑦⑧

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑦⑧

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

7 U

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

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({{T}}: Add {U} or {B}.)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

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① B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

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L 5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Watery Grave</div><div>Land -- Island Swamp</div><div><div>({T}: Add {U} or {B}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Blot Out</div><div>Instant</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><div><div>2</div><div>B</div></div></div>	<div><div><div>Blot Out</div><div>Instant</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><div><div>2</div><div>B</div></div></div>	<div><div><div>Damping Sphere</div><div>Artifact</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><div><div>2</div></div></div>	<div><div><div>Damping Sphere</div><div>Artifact</div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div><div><div>2</div></div></div>

<div> <div> Extinction Event <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Extinction Event <div> <div>3</div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Leyline of the Void <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div> Leyline of the Void <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Enchantment</div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>If a card would be put into an opponent's graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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<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>[sideboard]</div></div>	<div><div><div>Virtue of Persistence</div><div>5BB</div></div><div>Enchantment</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>----- ADVENTURE -----</div><div><div>Lothwain Scorn</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div><div>Virtue of Persistence</div><div>5BB</div></div><div>Enchantment</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>----- ADVENTURE -----</div><div><div>Lothwain Scorn</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
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