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| <div><div><div>Ashiok, Nightmare Muse (3)(U)(B)</div><div>Legendary Planeswalker -- Ashiok</div><div>[+1]: Create a 2/3 blue and black Nightmare creature token with "Whenever this token attacks or blocks, each opponent exiles the top two cards of their library."<br/>[-3]: Return target nonland permanent to its owner's hand, then that player exiles a card from their hand.<br/>[-7]: You may cast up to three spells from among face-up cards your opponents own from exile without paying their mana costs.</div><div>L 5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Change the Equation (1)(U)</div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value 2 or less.<br/>* Counter target red or green spell with mana value 6 or less.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div><div>Clearwater Pathway</div><div>Card</div><div>----- OTHER FACE -----</div><div>Clearwater Pathway</div><div>Card</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |
| <div><div><div>Cling to Dust (B)</div><div>Instant</div><div>Exile target card from a graveyard. If it was a creature card, you gain 3 life. Otherwise, you draw a card. Escape--{3}{B}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                | <div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Darkslick Shores</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

3 B B

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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3 B B

As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

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① ②

Draw a card. Investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

```
Draw a card. Investigate. (Create a
Clue token. It's an artifact with
"{2}, Sacrifice this token: Draw a
card.")
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

```
Draw a card. Investigate. (Create a
Clue token. It's an artifact with
"{2}, Sacrifice this token: Draw a
card.")
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 U U

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

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UB

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

UB

```
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.
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| <div><div><div>Extinction Event</div><div>3B</div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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 PLAYbotbox.dev</div></div> | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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 PLAYbotbox.dev</div></div> | <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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 PLAYbotbox.dev</div></div> |
| <div><div><div>Fatal Push</div><div>B</div></div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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 PLAYbotbox.dev</div></div> | <div><div><div>Fetid Pools</div></div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.<br/>This land enters tapped.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Field of Ruin</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div><div>Field of Ruin</div></div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |

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| <div><div>Field of Ruin</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Geier Reach Sanitarium</div><div>Legendary Land</div><div><p>{T}: Add {C}.</p><p>{2}, {T}: Each player draws a card, then discards a card.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hall of Storm Giants</div><div>Land</div><div><p>If you control two or more other lands, this land enters tapped.</p><p>{T}: Add {U}.</p><p>{5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hive of the Eye Tyrant</div><div>Land</div><div><p>If you control two or more other lands, this land enters tapped.</p><p>{T}: Add {B}.</p><p>{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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |
| <div><div>Island</div><div>Basic Land -- Island</div><div><p>( {T}: Add {U}. )</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                   | <div><div>Island</div><div>Basic Land -- Island</div><div><p>( {T}: Add {U}. )</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Island</div><div>Basic Land -- Island</div><div><p>( {T}: Add {U}. )</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                      | <div><div>Memory Deluge</div><div>Instant</div><div><p>Look at the top X cards of your library, where X is the amount of mana spent to cast this spell. Put two of them into your hand and the rest on the bottom of your library in a random order.</p><p>Flashback {5}{U}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Narset, Parter of Veils (1)(U)(U)</div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Narset, Parter of Veils (1)(U)(U)</div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Narset, Parter of Veils (1)(U)(U)</div><div>Legendary Planeswalker -- Narset</div><div>Each opponent can't draw more than one card each turn.<br/>[-2]: Look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Negate (1)(U)</div><div>Instant</div><div>Counter target noncreature spell.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                |
| <div><div><div>Negate (1)(U)</div><div>Instant</div><div>Counter target noncreature spell.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                | <div><div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>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 PLAYbotbox.dev</div></div></div>                                                                      | <div><div><div>Shark Typhoon (5)(U)</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.<br/>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, create an X/X blue Shark creature token with flying.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                 | <div><div><div>Shark Typhoon (5)(U)</div><div>Enchantment</div><div>Whenever you cast a noncreature spell, create an X/X blue Shark creature token with flying, where X is that spell's mana value.<br/>Cycling {X}{1}{U} ({X}{1}{U}, Discard this card: Draw a card.)<br/>When you cycle this card, create an X/X blue Shark creature token with flying.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div> <div>Sheoldred's Edict</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices a nontoken creature of their choice.</li> <li>* Each opponent sacrifices a creature token of their choice.</li> <li>* Each opponent sacrifices a planeswalker of their choice.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sheoldred's Edict</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices a nontoken creature of their choice.</li> <li>* Each opponent sacrifices a creature token of their choice.</li> <li>* Each opponent sacrifices a planeswalker of their choice.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             | <div> <div>Sheoldred's Edict</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Each opponent sacrifices a nontoken creature of their choice.</li> <li>* Each opponent sacrifices a creature token of their choice.</li> <li>* Each opponent sacrifices a planeswalker of their choice.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                 | <div> <div>Shipwreck Marsh</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more 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>Shipwreck Marsh</div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or more 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>Silundi Vision</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Look at the top six cards of your library. You may reveal an instant or sorcery card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Silundi Isle</div> </div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sorin the Mirthless</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Legendary Planeswalker -- Sorin</div> <div> <p>[+1]: Look at the top card of your library. You may reveal that card and put it into your hand. If you do, you lose life equal to its mana value.</p> <p>[-2]: Create a 2/3 black Vampire creature token with flying and lifelink.</p> <p>[-7]: Sorin deals 13 damage to any target. You gain 13 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>L 4</div> </div> | <div> <div>Sorin the Mirthless</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Legendary Planeswalker -- Sorin</div> <div> <p>[+1]: Look at the top card of your library. You may reveal that card and put it into your hand. If you do, you lose life equal to its mana value.</p> <p>[-2]: Create a 2/3 black Vampire creature token with flying and lifelink.</p> <p>[-7]: Sorin deals 13 damage to any target. You gain 13 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> <div> <div>L 4</div> </div> |

Playtest cards - Powen - Pioneer (Pioneer League)

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

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| <div><div><div>Spell Pierce</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{T}: Add {B}.<br/>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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>The Meathook Massacre</div><div>Legendary Enchantment</div><div>When The Meathook Massacre enters, each creature gets -X/-X until end of turn.<br/>Whenever a creature you control dies, each opponent loses 1 life.<br/>Whenever a creature an opponent controls dies, you gain 1 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Three Steps Ahead</div><div>Instant</div><div>Spree (Choose one or more additional costs.)<br/>+ {1}{U} -- Counter target spell.<br/>+ {3} -- Create a token that's a copy of target artifact or creature you control.<br/>+ {2} -- Draw two cards, then discard a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |

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| <div><div>Watery Grave</div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>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}.)<br/>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}.)<br/>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}.)<br/>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>Aether Gust</div><div>Instant</div><div>Choose target spell or permanent that's red or green. Its owner puts it on their choice of the top or bottom of their library.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chrome Host Seedshark</div><div>Creature -- Phyrexian Shark</div><div>Flying<br/>Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div><div>[sideboard]</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chrome Host Seedshark</div><div>Creature -- Phyrexian Shark</div><div>Flying<br/>Whenever you cast a noncreature spell, incubate X, where X is that spell's mana value. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div><div>[sideboard]</div><div>2/4</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>                              |

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| <div> <div>Day's Undoing</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Each player shuffles their hand and graveyard into their library, then draws seven cards. If it's your turn, end the turn. (Exile all spells and abilities from the stack, including this card. Discard down to your maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.)</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ertai Resurrected</div> <div> <div>2</div> <div>U</div> <div>B</div> </div> </div> <div>Legendary Creature -- Phyrexian Human Wizard</div> <div> <p>Flash</p> <p>When Ertai Resurrected enters, choose up to one --</p> <p>* Counter target spell, activated ability, or triggered ability. Its controller draws a card.</p> <p>* Destroy another target creature or planeswalker. Its controller draws a card.</p> </div> <div>[sideboard]</div> <div> <div>3/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Jace, Vryn's Prodigy</div> <div> <div>1</div> <div>U</div> </div> </div> <div>Legendary Creature -- Human Wizard</div> <div> <p>{T}: Draw a card, then discard a card. If there are five or more cards in your graveyard, exile Jace, then return him to the battlefield transformed under his owner's control.</p> </div> <div>[sideboard]</div> <div> <div>0/2</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Jace, Telepath Unbound</div> <div> <div>Legenday Planeswalker -- Jace</div> </div> <div> <p>[+1]: Up to one target creature gets -2/-0 until your next turn.</p> <p>[-3]: You may cast target instant or sorcery card from your graveyard this turn. If that spell would be put into your graveyard, exile it instead.</p> <p>[-9]: You get an emblem with "Whenever you cast a spell, target opponent mills five cards."</p> </div> <div>[sideboard]</div> <div> <div>L 5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Kalitas, Traitor of Ghet</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div>Legendary Creature -- Vampire Warrior</div> <div> <p>Lifelink</p> <p>If a nontoken creature an opponent controls would die, instead exile that card and create a 2/2 black Zombie creature token.</p> <p>{2}{B}, Sacrifice another Vampire or Zombie: Put two +1/+1 counters on Kalitas.</p> </div> <div>[sideboard]</div> <div> <div>3/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Long Goodbye</div> <div> <div>1</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>This spell can't be countered. (This includes by the ward ability.) Destroy target creature or planeswalker with mana value 3 or less.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                           | <div> <div>Murderous Cut</div> <div> <div>4</div> <div>B</div> </div> </div> <div>Instant</div> <div> <p>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) Destroy target creature.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                               | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Narset's Reversal</div> <div> <div>U</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Copy target instant or sorcery spell, then return it to its owner's hand. You may choose new targets for the copy.</p> </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                |

Playtest cards - Powen - Pioneer (Pioneer League)

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

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| <div> <div> <b>Notion Thief</b> <div> <div>2</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Rogue</div> <div>Flash</div> <div>If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.</div> <div>[sideboard]</div> <div> <div>3/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Path of Peril</b> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Cleave {4}{W}{B} (You may cast this spell for its cleave cost. If you do, remove the words in square brackets.)</div> <div>Destroy all creatures [with mana value 2 or less].</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>The Meathook Massacre</b> <div> <div>X</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Enchantment</div> <div>When The Meathook Massacre enters, each creature gets -X/-X until end of turn.</div> <div>Whenever a creature you control dies, each opponent loses 1 life.</div> <div>Whenever a creature an opponent controls dies, you gain 1 life.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |  |
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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