

Tab 1

Mechanics:

Sacrifice tapped creature and anstruth

-instead of sacrifice, self-exile? Vondam inspired

(Paltinates)

-Anstruth: Target a non-anstruth creature. Until the end of the next turn, whenever a spell or ability you control target only a single permanent or player, copy it. The copy targets the anstruth creature (if there are multiple anstruths, create copies targeting each of them).

-Hm, just realized as written you can target an anstruth creature and then get a copy targetting that same creature, effectively doubling the effect of any spell targetting an anstruth creature. Not intended, but honestly I kinda like it and might leave it.

Void - Multiple, but especially Monoist

Warp

Evolve (Eumidians)

Suspend and/or foretell (Drix)

-Ooh, flicker effects too actually

~~Devoid (Eldrazi)~~ What if the Eldrazi in this set, as part of being ejected from the Chaos Wall, have started becoming "contaminated" with colored mana?

-is that good or bad for them? should I reward spending the colored mana or spending the 2 (of 2brid)? or both?

-Answer: Both, with different pseudo-modes for each

Process X (Eldrazi): Put up to X cards an opponent owns in exile into their graveyard.

-Works well even without ingest in this set because of all the warping!

Illvoi: discard + draw? **Hand size?** Connive? Whenever you discard? Unblockable? Draw upon damage to a player?

Archetypes:

Palatinate: W/B sacrifice and go wide

~~Palatinate new faction~~ Eumidians: ~~W/G~~ U/G (shift from W/G after feedback on a card) counters and evolve and power reduction (to proc evolve)

Monoists: B Void (but focusing on making *opponent's* permanents leave a little more than before), self-sacrifice and reanimation

-Devotion (to black): Would work to encourage drafters of the archetype to go monoblack, thus alleviating concerns about the archetype being too splashable

-also works flavorfully (religion/cult)

Drix: U/B/W warp and foretell

Eldrazi: R/G/U

Illvoi R/U hand size

-I'm thinking cheaper cards care about high hand size and expensive cards care about low hand size

Kavu R/G Landfall build up counters and Kavu typal

W:3

U:3

B:3

R:3
G:3

If Eumidians U/G, and we don't count Eldrazi since they've been mostly 2brid:

W:2
U:3
B:3
R:2
G:2

Which leaves room for a 3 color WRG archetype - Pinnacle? Pinnacle explorers specifically?

-Pinnacle + Drix = 5 colors (like Infinite Guideline Station)

Pinnacle: R/G/W explore and warp

Set size notes:

EOE size: 277

SOS size: 276

ACR size: 110

SPM size: 193

EOE has 86 commons, 100 uncommons, 60 rares and

-for a (let's say) 100 card set, the same proportions would give: $86/277 = \sim 31\%$ commons so 31 commons, $100/277 = 36\%$ or 36 uncommons, $60/277 = \sim 22\%$ so 22 rares, and EOE has 56 cards tagged as removal on Scryfall

-~20% of the set is removal

SOS has 91 commons, 100 uncommons 60 rares, and

-equivalent for 100 card set: ~33 commons, ~36 uncommons, ~22% so 22 rares, and SOS has 50 cards tagged as removal

-~18% of the set is removal

ACR has 15 commons, 64 uncommons, and 44 rares, but used Beyond Boosters - 7 cards, 3 uncommons, 1 rare or mythic scene card or a land (2 uncommon, 1 rare), 1 foil of any rarity, and one Booster Fun (all uncommon I think).

SPM has 70 commons, 55 uncommons (huh, weird), 53 rares, and

SPM has 27 cards tagged as removal

-~14% of the set is removal

ECL size: 273

ECL has 86 commons, 100 uncommons, 65 rares, and

-equivalent for 100 card set: ~32 commons, ~37 uncommons, 24 rares

ECL has 50 cards tagged as removal

-~18% of the set is removal

So let's say about 18% of a set is removal, so for a 100 card set, 18 cards.

Card ideas:

At least 1 cycle of Slivers

Either (or both, or another similar card): Land that creates land token(s) and immediately sacrifices the token(s), to give landfall triggers (Kavaron-That-Is and -Was?), and/or an X spell that creates and sacrifices land tokens X times

Oh yeah, spacecraft

Planets

“Counter target spell if was cast with an alternate casting cost or it wasn’t cast from a hand” -

Rare, based on Nix’s rarity

-U but can be kicked for an additional 1 or U?

There was something with decayed I was thinking of, I think for the monoists

Drix that can use weftwalking to open portals to stars and shoot fire

“Written In The Stars”

Mobile Suit

Card Notes:

Monoist Priest:

V1 or so (there was a version before this I think that said that said 3mv or less or any value on void) was the following:

Deathtouch

Void: — Sacrifice Monoist Priest: Return target noncreature permanent to the battlefield. If a nonland permanent left the battlefield this turn or a spell was warped this turn, instead return target permanent to the battlefield from your graveyard.

Notes:

Scryfall comparison search: o:sacrifice o:"return target creature" o:graveyard r:uncommon type:creature

At base, 5 mana to reanimate a 3 or less mana value permanent — not great, but considering it’s both any permanent, and can be done the turn it enters for no additional cost, the high cost seems necessary (especially because often devotion will be higher than 3). With Void, it’s unconditional reanimation, similar to other uncommon cards like Valgavoth’s Faithful or Soulcoil Viper, but without a mana cost on the ability (or a tap, in the case of Soulcoil Viper). Those creatures cost a total of four and a tap, for Soulcoil, or 5, for Valgavoth’s Faithful, so by that metric, this is on rate — however, the better comparison is specifically to Valgavoth’s Faithful, as like that card it can reanimate the same turn it enters (doesn’t need to tap). This card can reanimate noncreatures as well, plus V. Faithful is a 1/1 for 1 — less useful on its own than this creature which also has deathtouch. Seedship Brootender, which also can reanimate the turn it enters, reanimates Spacecraft as well as creatures (closer to this card) and, like this card, has another ability (mill 3 on entry) costs 2 plus 5 for the ability, for a total of 7 compared to this card’s 5. This maybe suggests that this should have a higher cost? On the other hand, all those cards mentioned are 3 mana or less, so they can come in early and then later be activated for value, whereas this has to come in late — the cost is not split amongst turns but frontloaded. Plus, though it isn’t that *hard* to trigger void with this card, it still requires *some* effort, whereas the other cards mentioned are unconditional. The complexity/word count is also worth noting — the effect is not too complex, at the end of the day, but requires a lot of words and

reads closer to a rare. A card to keep an eye on — might need to end up upping it to a rare and making a new uncommon signpost.

Note that it can trigger Void itself relatively easily thanks to Deathtouch + high toughness — swing in, get blocked by something it can survive, the blocker dies which triggers void — Void triggers if *any* nonland permanent left, not just your own! — then in the postcombat main phase activate the ability.

Eldrazi Berserker:

Took a bit of adjusting to figure out a good way to make this work — initially it was "adamant: this creature gains haste" but it was hard to get that to work and still be on rate, but not horrible if you don't spend red. Then I looked back at Corporate Spy and remembered I had been designing with the idea that each Eldrazi card should in theory have different modes if you paid colored mana or not, not just be strictly better or worse. That lead to this, which I think is nice — either you pay 5 and get an on rate hasty creature, or pay 4 and get an above rate one at the cost of a discard. It also gets across some of the flavor of this being in theory a corruption to the Eldrazi, but also bringing benefits.

Research Hoarding:

Idea stemmed from "how can you make a cheap-ish draw spell that draws more than 2 cards without it being too powerful"

V1.1: buffed from 4 mana to 3 mana, because assuming one spell and one land per turn this would be a draw 4 for four mana on turn 4, which is a little under the power level I want.

Drone Hive:

Formerly, before switching Eumidians to G/U:

Creature — Insect

Evolve (Whenever a creature you control enters, if that creature has greater power or toughness than this creature, put a +1/+1 counter on this creature.)

When this creature dies, put its counters on target creature.

Now that I've switched Eumidians to U/G, I needed to change this. Still wanted a cheap creature for use as sacrifice fodder for the Sunstar archetype (B/W). Initially had it as a 1 mana 0/1, on death create two 0/1 Drones. However, I didn't feel like I would use that many 0/1 tokens in the set, and they didn't work for stationing spacecraft. I hit on making it more expensive — 2W — but then letting it be warped in for just W, getting 2 1/1s for W if you sac it the turn you cast it. Might be a *little* above rate for a common? We'll see.

CW02 (Drix Ranger):

Was trying to figure out a way to do explore in mono-white — landed on saving attackers or blockers.

Slightly later, while making the statline, hit on making it enter tapped so it can target itself.

CU04 (Blue tap spell):

The "you may reduce a creature you control's power" might work as a keyword.

After checking scryfall: apparently putting a creature on top of a deck at instant speed is a pretty expensive effect (CMC 4 in mono blue), who knew?

Hm, currently this is strictly worse than "Take into Custody" — not necessarily a bad thing, but might want to buff or rework this. I don't want to do two stun counters because that feels too strong since -3/-0 till end of turn isn't that bad, especially since it's meant to synergize with evolve. Although, I could make it until your next end step, so it would always impact attacking...hmmm...

Growth Environment: also gives toughness attacking?