

W U U

Counter target spell. You gain 3 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basilica Bell-Haunt (W)(W)(B)(B)

When this creature enters, each opponent discards a card and you gain 3 life.

3/4

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Command the Dreadhorde (4)(B)(B)

Choose any number of target creature and/or planeswalker cards in graveyards. Command the Dreadhorde deals damage to you equal to the total mana value of those cards. Put them onto the battlefield under your control.

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Consecrate

① W/B

Exile target card from a graveyard.
Draw a card.

- - - RIGHT HALF - - -

Consume

2WB

Target player sacrifices a creature with the greatest power among creatures they control. You gain life equal to its power.

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Despark

WB

Exile target permanent with mana value 4 or greater.

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Despark W B Instant Exile target permanent with mana value 4 or greater. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disfigure B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disfigure B Instant Target creature gets -2/-2 until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Godless Shrine Land -- Plains Swamp {T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island {T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Hostage Taker 2UB Creature -- Human Pirate When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaya's Wrath W W B B Sorcery Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaya's Wrath W W B B Sorcery Destroy all creatures. You gain life equal to the number of creatures you controlled that were destroyed this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, Dreadhorde General 4 B B Legendary Planeswalker -- Liliana Whenever a creature you control dies, draw a card. [+1]: Create a 2/2 black Zombie creature token. [-4]: Each player sacrifices two creatures of their choice. [-9]: Each opponent chooses a permanent they control of each permanent type and sacrifices the rest. L 6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Mortify 1 W B Instant Destroy target creature or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mortify 1 W B Instant Destroy target creature or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Narset, Parter of Veils 1 U U Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-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. L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Oath of Kaya 1 W B Legendary Enchantment When Oath of Kaya enters, it deals 3 damage to any target and you gain 3 life. Whenever an opponent attacks a planeswalker you control with one or more creatures, Oath of Kaya deals 2 damage to that player and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sentries - Standard (Sol Ring Historic Standard'24)

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

Oath of Kaya 1 W B Legendary Enchantment When Oath of Kaya enters, it deals 3 damage to any target and you gain 3 life. Whenever an opponent attacks a planeswalker you control with one or more creatures, Oath of Kaya deals 2 damage to that player and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Oath of Kaya 1 W B Legendary Enchantment When Oath of Kaya enters, it deals 3 damage to any target and you gain 3 life. Whenever an opponent attacks a planeswalker you control with one or more creatures, Oath of Kaya deals 2 damage to that player and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search for Azcanta 1 U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Spell Pierce U Instant Counter target noncreature spell unless its controller pays {2}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syncopate X U Instant Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Syncopate X U Instant Counter target spell unless its controller pays {X}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Hero of Dominaria 3 W U Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Teferi, Hero of Dominaria ③①① Legendary Planeswalker -- Teferi [+1]: Draw a card. At the beginning of the next end step, untap up to two lands. [-3]: Put target nonland permanent into its owner's library third from the top. [-8]: You get an emblem with "Whenever you draw a card, exile target permanent an opponent controls." L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Teferi, Time Raveler ①①① Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev <td> Teferi, Time Raveler ①①① Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. 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Tyrant's Scorn ⓈⓈ Instant Choose one -- * Destroy target creature with mana value 3 or less. * Return target creature to its owner's hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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	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
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	Cry of the Carnarium ①ⓈⓈ Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Cry of the Carnarium ①ⓈⓈ Sorcery All creatures get -2/-2 until end of turn. Exile all creature cards in all graveyards that were put there from the battlefield this turn. If a creature would die this turn, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dovin's Veto ⓌⓈ Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dovin's Veto W U Instant This spell can't be countered. Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enter the God-Eternals 2 U U B Sorcery Enter the God-Eternals deals 4 damage to target creature and you gain life equal to the damage dealt this way. Target player mills four cards. Amass Zombies 4. (Put four +1/+1 counters on an Army you control. It's also a Zombie. If you don't control an Army, create a 0/0 black Zombie Army creature token first.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hostage Taker 2 U B Creature -- Human Pirate When this creature enters, exile another target creature or artifact until this creature leaves the battlefield. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Kaya, Orzhov Usurper 1 W B Legendary Planeswalker -- Kaya [+1]: Exile up to two target cards from a single graveyard. You gain 2 life if at least one creature card was exiled this way. [-1]: Exile target nonland permanent with mana value 1 or less. [-5]: Kaya deals damage to target player equal to the number of cards that player owns in exile and you gain that much life. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Narset, Parter of Veils 1 U U Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-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. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Narset, Parter of Veils 1 U U Legendary Planeswalker -- Narset Each opponent can't draw more than one card each turn. [-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. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thief of Sanity 1 U B Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Sentriplets - Standard (Sol Ring Historic Standard'24)

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

Thief of Sanity 1UB Creature -- Specter Flying Whenever this creature deals combat damage to a player, look at the top three cards of that player's library, exile one of them face down, then put the rest into their graveyard. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unmoored Ego 1UB Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unmoored Ego 1UB Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Unmoored Ego 1UB Sorcery Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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