

Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph 1 B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals
1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cache Grab ① ⑥

① ⑥

Instant

Mill four cards. You may put a permanent card from among the cards milled this way into your hand. If you control a Squirrel or returned a Squirrel card to your hand this way, create a Food token. (To mill four cards, put the top four cards of your library into your graveyard. A Food token is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Cache Grab ① ⑥

① ②

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Cache Grab (1)(G)

① ⑥

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Concealed Courtyard

Land

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

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Darkbore Pathway Land {T}: Add {B}. ----- BACK FACE ----- Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkbore Pathway Land {T}: Add {B}. ----- BACK FACE ----- Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Darkbore Pathway Land {T}: Add {B}. ----- BACK FACE ----- Slitherbore Pathway Land {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emptiness 4W/BW/B Creature -- Elemental Incarnation When this creature enters, if {W}{W} was spent to cast it, return target creature card with mana value 3 or less from your graveyard to the battlefield. When this creature enters, if {B}{B} was spent to cast it, put three -1/-1 counters on up to one target creature. Invoke {W/B}{W/B} 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Esika's Chariot 36 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot 36 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot 36 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Esika's Chariot 36 Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Formidable Speaker (2)(G) Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Formidable Speaker (2)(G) Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Formidable Speaker (2)(G) Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Formidable Speaker (2)(G) Creature -- Elf Druid When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle. {1}, {T}: Untap another target permanent. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss (1)(W)(B) Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss (1)(W)(B) Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss (1)(W)(B) Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. 4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - SB36 - Pioneer (Weekday Night Magic)

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 4/10 - 8 cards - 2.5 x 3.5 in each

① W B

At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step.

4/3

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Land -- Forest Plains

({{T}}: Add {G} or {W}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)

Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 B B

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

6 W W

Flying, first strike, vigilance
Whenever Parhelion II attacks,
create two 4/4 white Angel creature
tokens with flying and vigilance
that are attacking.
Crew 4 (Tap any number of creatures
you control with total power 4 or
more: This Vehicle becomes an
artifact creature until end of
turn.)

5/5

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

Plains

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine's Informant (1)(W)

Creature -- Human Wizard

When this creature enters, it
connives. (Draw a card, then discard
a card. If you discarded a nonland
card, put a +1/+1 counter on this
creature.)

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Raffine's Informant (1)(W)

Creature -- Human Wizard

When this creature enters, it
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Skysovereign, Consul Flagship (5)

Legendary Artifact -- Vehicle

Flying
Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.

Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skysovereign, Consul Flagship (5)

Legendary Artifact -- Vehicle

Flying
Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls.

Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple Garden Land -- Forest Plains ({T}: Add {G} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Thoughtseize Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Voice of Victory (1)(W) Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witherbloom Command (B)(G) Sorcery Choose two -- * Target player mills three cards, then you return a land card from your graveyard to your hand. * Destroy target noncreature, nonland permanent with mana value 2 or less. * Target creature gets -3/-1 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witherbloom Command (B)(G) Sorcery Choose two -- * Target player mills three cards, then you return a land card from your graveyard to your hand. * Destroy target noncreature, nonland permanent with mana value 2 or less. * Target creature gets -3/-1 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witherbloom Command (B)(G) Sorcery Choose two -- * Target player mills three cards, then you return a land card from your graveyard to your hand. * Destroy target noncreature, nonland permanent with mana value 2 or less. * Target creature gets -3/-1 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ashiok, Dream Render (1)(U/B)(U/B) Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ashiok, Dream Render (1)(U/B)(U/B) Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress (B) Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Revolt -- Destroy that creature if
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under your control this turn.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Vigilance
When Loran enters, destroy up to one target artifact or enchantment.
{T}: You and target opponent each draw a card.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a nonland card name. Activated abilities of sources with the chosen name can't be activated.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

As this creature enters, choose a nonland card name.
Activated abilities of sources with the chosen name can't be activated.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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Deathtouch
Whenever you draw a card, you gain 2
life.
Whenever an opponent draws a card,
they lose 2 life.
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4/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vanishing Verse W B Instant Exile target monocolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Vanishing Verse W B Instant Exile target monocolored permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Voice of Victory 1 W Creature -- Human Bard Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn. [sideboard] 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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