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| <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></div></div><div><div>Instant</div><div>As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                    | <div><div><div>Blooming Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                    |
| <div><div><div>Blooming Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                              | <div><div><div>Blooming Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                              | <div><div><div>Boseiju, Who Endures</div></div><div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Cache Grab</div><div><div>1</div><div>G</div></div></div><div><div>Instant</div><div>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.")</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Cache Grab</div><div><div>1</div><div>6</div></div></div> <div><div>Instant</div><div>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.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cache Grab</div><div><div>1</div><div>6</div></div></div> <div><div>Instant</div><div>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.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Cache Grab</div><div><div>1</div><div>6</div></div></div> <div><div>Instant</div><div>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.")</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Concealed Courtyard</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                        |
| <div><div>Concealed Courtyard</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div>Concealed Courtyard</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div>Concealed Courtyard</div></div> <div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div>Darkbore Pathway</div></div> <div><div>Land</div><div>{T}: Add {B}.</div></div> <div><div>----- BACK FACE -----</div><div><div>Slitherbore Pathway</div></div><div><div>Land</div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Darkbore Pathway</b><br><hr/> Land<br><hr/> {T}: Add {B}.<br><br><br><br><br><br><br><br><br><br><div>----- BACK FACE -----</div> <b>Slitherbore Pathway</b><br><hr/> Land<br><hr/> {T}: Add {G}.<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                                                      | <b>Duress</b> (B)<br><hr/> Sorcery<br><hr/> Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.<br><br><br><br><br><br><br><br><br><br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                                                                                           | <b>Emptiness</b> (4)(W/B)(W/B)<br><hr/> Creature -- Elemental Incarnation<br><hr/> 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.<br>When this creature enters, if {B}{B} was spent to cast it, put three -1/-1 counters on up to one target creature.<br>Evoke {W/B}{W/B}<br><br><br><br><br><br><br><br><br><br><div>3/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <b>Esika's Chariot</b> (3)(G)<br><hr/> Legendary Artifact -- Vehicle<br><hr/> 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.<br>Crew 4<br><br><br><br><br><br><br><br><br><br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                   |
| <b>Esika's Chariot</b> (3)(G)<br><hr/> Legendary Artifact -- Vehicle<br><hr/> 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.<br>Crew 4<br><br><br><br><br><br><br><br><br><br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <b>Esika's Chariot</b> (3)(G)<br><hr/> Legendary Artifact -- Vehicle<br><hr/> 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.<br>Crew 4<br><br><br><br><br><br><br><br><br><br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <b>Esika's Chariot</b> (3)(G)<br><hr/> Legendary Artifact -- Vehicle<br><hr/> 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.<br>Crew 4<br><br><br><br><br><br><br><br><br><br><div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                                                                                                           | <b>Formidable Speaker</b> (2)(G)<br><hr/> Creature -- Elf Druid<br><hr/> 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.<br>{1}, {T}: Untap another target permanent.<br><br><br><br><br><br><br><br><br><br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> |

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| <b>Formidable Speaker</b> (2)(G)<br>Creature -- Elf Druid<br>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.<br>{1}, {T}: Untap another target permanent.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Formidable Speaker</b> (2)(G)<br>Creature -- Elf Druid<br>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.<br>{1}, {T}: Untap another target permanent.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                | <b>Godless Shrine</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                            | <b>Godless Shrine</b><br>Land -- Plains Swamp<br>({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                            |
| <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>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.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>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.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>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.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br>Legendary Creature -- Rat Pilot<br>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.<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div>Jennifer Walters</div><div>1W</div><div>Legendary Creature -- Human Advisor Hero</div><div>Your opponents can't cast spells during your turn.<br/>{3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.</div><div>2/3</div><div>----- BACK FACE -----</div><div>The Sensational She-Hulk</div><div>3GW</div><div>Legendary Creature -- Gamma Hero</div><div>Reach, trample<br/>Your opponents can't cast spells during your turn.<br/>Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lush Portico</div><div>Land -- Forest Plains</div><div>(T): Add {G} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                     | <div><div>Multiversal Passage</div><div>Land</div><div>As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped.<br/>This land is the chosen type.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               | <div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>(T): Add {B} or {G}.)<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>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>(T): Add {B} or {G}.)<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>Overlord of the Balemurk</div><div>3BB</div><div>Enchantment Creature -- Avatar Horror</div><div>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.)<br/>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.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Parhelion II</div><div>6WW</div><div>Legendary Artifact -- Vehicle</div><div>Flying, first strike, vigilance<br/>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.<br/>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.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Parhelion II</div><div>6WW</div><div>Legendary Artifact -- Vehicle</div><div>Flying, first strike, vigilance<br/>Whenever Parhelion II attacks, create two 4/4 white Angel creature tokens with flying and vigilance that are attacking.<br/>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.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Parhelion II</b> 6W <hr/> Legendary Artifact -- Vehicle <hr/> Flying, first strike, vigilance<br>Whenever Parhelion II attacks,<br>create two 4/4 white Angel creature<br>tokens with flying and vigilance<br>that are attacking.<br>Crew 4 (Tap any number of creatures<br>you control with total power 4 or<br>more: This Vehicle becomes an<br>artifact creature until end of<br>turn.) <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Parhelion II</b> 6W <hr/> Legendary Artifact -- Vehicle <hr/> Flying, first strike, vigilance<br>Whenever Parhelion II attacks,<br>create two 4/4 white Angel creature<br>tokens with flying and vigilance<br>that are attacking.<br>Crew 4 (Tap any number of creatures<br>you control with total power 4 or<br>more: This Vehicle becomes an<br>artifact creature until end of<br>turn.) <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Plains</b> <hr/> Basic Land -- Plains <hr/> ({T}: Add {W}.) <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                   | <b>Professor of Symbolology</b> 1W <hr/> Creature -- Kor Cleric <hr/> When this creature enters, learn.<br>(You may reveal a Lesson card you<br>own from outside the game and put it<br>into your hand, or discard a card to<br>draw a card.) <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Professor of Symbolology</b> 1W <hr/> Creature -- Kor Cleric <hr/> When this creature enters, learn.<br>(You may reveal a Lesson card you<br>own from outside the game and put it<br>into your hand, or discard a card to<br>draw a card.) <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <b>Professor of Symbolology</b> 1W <hr/> Creature -- Kor Cleric <hr/> When this creature enters, learn.<br>(You may reveal a Lesson card you<br>own from outside the game and put it<br>into your hand, or discard a card to<br>draw a card.) <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <b>Professor of Symbolology</b> 1W <hr/> Creature -- Kor Cleric <hr/> When this creature enters, learn.<br>(You may reveal a Lesson card you<br>own from outside the game and put it<br>into your hand, or discard a card to<br>draw a card.) <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Swamp</b> <hr/> Basic Land -- Swamp <hr/> ({T}: Add {B}.) <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                     |

## 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

**B**

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

**(B)**

## 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

**B**

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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| <div> <b>Thoughtseize</b> <span>(B)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Thundering Broodwagon</b> <span>(2)(B)(B)(G)(G)</span> </div> <hr/> <div>Artifact -- Vehicle</div> <hr/> <p>Reach, menace<br/>When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less.<br/>Crew 3<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Thundering Broodwagon</b> <span>(2)(B)(B)(G)(G)</span> </div> <hr/> <div>Artifact -- Vehicle</div> <hr/> <p>Reach, menace<br/>When this Vehicle enters, destroy target nonland permanent an opponent controls with mana value 4 or less.<br/>Crew 3<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</p> <div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                           | <div> <b>Yathan Roadwatcher</b> <span>(1)(W)(B)(G)</span> </div> <hr/> <div>Creature -- Human Scout</div> <hr/> <p>When this creature enters, if you cast it, mill four cards. When you do, return target creature card with mana value 3 or less from your graveyard to the battlefield.</p> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>              |
| <div> <b>Abrupt Decay</b> <span>(B)(G)</span> </div> <hr/> <div>Instant</div> <hr/> <p>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</p> <p>[sideboard]</p> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>         | <div> <b>Duress</b> <span>(B)</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</p> <p>[sideboard]</p> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                   | <div> <b>Enter the Avatar State</b> <span>(W)</span> </div> <hr/> <div>Instant -- Lesson</div> <hr/> <p>Until end of turn, target creature you control becomes an Avatar in addition to its other types and gains flying, first strike, lifelink, and hexproof. (A creature with hexproof can't be the target of spells or abilities your opponents control.)</p> <p>[sideboard]</p> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fatal Push</b> <span>(B)</span> </div> <hr/> <div>Instant</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

**(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

① ② G

Choose one --

- \* Destroy target artifact or enchantment.
- \* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

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2 B G

```
[+2]: You gain 3 life.  
[0]: You draw a card and lose 1  
life.  
[-3]: Destroy target creature.  
[-6]: You get an emblem with  
"Whenever you gain life, target  
opponent loses that much life."
```

L 5

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2 B G

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**L 5**

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① ② ③

As an additional cost to cast this spell, you may waterbend {4}. (While paying a waterbend cost, you can tap your artifacts and creatures to help. Each one pays for {1}.) All creatures get -2/-2 until end of turn. If this spell's additional cost was paid, whenever a creature dies this turn, you gain 1 life.

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① ② G

Return up to one target permanent card from your graveyard to your hand.  
Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

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②

{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.

Crew 2

\* / \*

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②

{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearses's power and toughness are each equal to the number of cards exiled with it. Crew 2

\* / \*

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| <div> <div> <b>Unlicensed Hearse</b> <span>2</span> </div> <div> Artifact -- Vehicle </div> <div> <div> {T}: Exile up to two target cards from a single graveyard. Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it. Crew 2 </div> <div> [sideboard] </div> </div> <div> <div> <div>*/*</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Vanishing Verse</b> <span>W</span><span>B</span> </div> <div> Instant </div> <div> <div> Exile target monocolored permanent. </div> <div> [sideboard] </div> </div> <div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Vanishing Verse</b> <span>W</span><span>B</span> </div> <div> Instant </div> <div> <div> Exile target monocolored permanent. </div> <div> [sideboard] </div> </div> <div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |  |
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