

Cleansing Nova 3 W W Sorcery Choose one -- * Destroy all creatures. * Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Counsel 1 B Sorcery Search your library for a Demon card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Counsel 1 B Sorcery Search your library for a Demon card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demonic Counsel 1 B Sorcery Search your library for a Demon card, reveal it, put it into your hand, then shuffle. Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for any card, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disenchant 1 W Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant 1 W Instant Destroy target artifact or enchantment. 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. 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. 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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Evolving Wilds

Land

{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(B)

Instant

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

B

Instant

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

(B)

Instant

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

(B)

Instant

```
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

Geier Reach Sanitarium Legendary Land {T}: Add {C}. {2}, {T}: Each player draws a card, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Geier Reach Sanitarium Legendary Land {T}: Add {C}. {2}, {T}: Each player draws a card, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss 1WB 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 1WB 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 1WB 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 1WB 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	Invoke Despair 1BBBB Sorcery Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Invoke Despair 1BBBB Sorcery Target opponent sacrifices a creature of their choice. If they can't, they lose 2 life and you draw a card. Then repeat this process for an enchantment and a planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ② W

This spell costs {2} less to cast if it targets a red creature.
Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if it targets a red creature.
Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

This spell costs {2} less to cast if it targets a red creature.
Knockout Blow deals 4 damage to target attacking or blocking creature and you gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①⑧

Spree (Choose one or more additional costs.)

- + {1} -- Search your library for a card, put it into your graveyard, then shuffle.
- + {2} -- Return up to two creature cards with total mana value 4 or less from your graveyard to the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

```
Spree (Choose one or more additional
costs.)
+ {1} -- Search your library for a
card, put it into your graveyard,
then shuffle.
+ {2} -- Return up to two creature
cards with total mana value 4 or
less from your graveyard to the
battlefield.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Novice Inspector W Creature -- Human Detective When this creature enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ({T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Plains Basic Land -- Plains ({T}: 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.) 2/1 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.) 2/1 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Raffine's Informant ①W 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.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Inflicted Wound ①B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Inflicted Wound ①B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Self-Inflicted Wound ①B Sorcery Target opponent sacrifices a green or white creature of their choice. If that player does, they lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul-Guide Lantern ① Artifact When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Silence

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Silence

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Silence

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Silence

Land

This land enters tapped.
When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{T}: Add {W} or {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Inspector

W

Creature -- Human Soldier

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thraben Inspector

W

Creature -- Human Soldier

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

*** / ***

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②

{T}: Exile up to two target cards from a single graveyard. Unlicensed Hearses power and toughness are each equal to the number of cards exiled with it. Crew 2

* / *

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W W

Flying, first strike, lifelink
Crew 3
Cycling {X}{2}{W} ({X}{2}{W},
Discard this card: Draw a card.)
When you cycle this card, create X
1/1 colorless Pilot creature tokens
with "This token saddles Mounts and
crews Vehicles as though its power
were 2 greater."

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W W

Flying, first strike, lifelink
Crew 3
Cycling {X}{2}{W} ({X}{2}{W},
Discard this card: Draw a card.)
When you cycle this card, create X
1/1 colorless Pilot creature tokens
with "This token saddles Mounts and
crews Vehicles as though its power
were 2 greater."

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W W

Flying, first strike, lifelink
Crew 3
Cycling {X}{2}{W} ({X}{2}{W},
Discard this card: Draw a card.)
When you cycle this card, create X
1/1 colorless Pilot creature tokens
with "This token saddles Mounts and
crews Vehicles as though its power
were 2 greater."

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 W W W

Flying, first strike, lifelink
Crew 3
Cycling {X}{2}{W} ({X}{2}{W},
Discard this card: Draw a card.)
When you cycle this card, create X
1/1 colorless Pilot creature tokens
with "This token saddles Mounts and
crews Vehicles as though its power
were 2 greater."

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W B

Exile target monocolored permanent.

W B

Exile target monocolored permanent.

WB

Exile target monocolored permanent.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each