

Caves of Koilos

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Collective Brutality ①B

Sorcery

Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)

Choose one or more --

- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.
- * Target creature gets -2/-2 until end of turn.
- * Target opponent loses 2 life and you gain 2 life.

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Collective Brutality (1)(B)

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Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)

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Dead Weight (B)

Enchantment - - Aura

Enchant creature
Enchanted creature gets -2/-2.

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Enchanted creature gets -2/-2.

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Emrakul, the Promised End (13)

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard.

When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.

Flying, trample, protection from instants

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13/13

Emrakul, the Promised End13 Legendary Creature -- Eldrazi This spell costs {1} less to cast for each card type among cards in your graveyard. When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn. Flying, trample, protection from instants 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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3 G

When Garruk has two or fewer loyalty counters on him, transform him.

[0]: Garruk deals 3 damage to target creature. That creature deals damage equal to its power to him.

[0]: Create a 2/2 green Wolf creature token.

L 3

- - - BACK FACE - - -

Legendary Planeswalker -- Garruk

[+1]: Create a 1/1 black Wolf creature token with deathtouch.

[-1]: Sacrifice a creature. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.

[-3]: Creatures you control gain trample and get +X/+X until end of turn, where X is the number of creature cards in your graveyard.

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G

Deathtouch
Delirium -- This creature gets +2/+2 as long as there are four or more card types among cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ⓔ

Deathtouch
Delirium -- This creature gets +2/+2 as long as there are four or more card types among cards in your graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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graveyard.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

($\{T\}$: Add $\{W\}$ or $\{B\}$.)
As this land enters, you may pay 2
life. If you don't, it enters
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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

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	Grapple with the Past 1G Instant Mill three cards, then you may return a creature or land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grapple with the Past 1G Instant Mill three cards, then you may return a creature or land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Grapple with the Past 1G Instant Mill three cards, then you may return a creature or land card from your graveyard to your hand. (To mill three cards, put the top three cards of your library into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Grim Flayer (B)(G) Creature -- Human Warrior Trample Whenever this creature deals combat damage to a player, surveil 3. (Look at the top three cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.) Delirium -- This creature gets +2/+2 as long as there are four or more card types among cards in your graveyard. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ishkanah, Grafwidow (4)(G) Legendary Creature -- Spider Reach Delirium -- When Ishkanah enters, if there are four or more card types among cards in your graveyard, create three 1/2 green Spider creature tokens with reach. {6}{B}: Target opponent loses 1 life for each Spider you control. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ishkanah, Grafwidow (4)(G) Legendary Creature -- Spider Reach Delirium -- When Ishkanah enters, if there are four or more card types among cards in your graveyard, create three 1/2 green Spider creature tokens with reach. {6}{B}: Target opponent loses 1 life for each Spider you control. 3/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ishkanah, Grafwidow (4)(G) Legendary Creature -- Spider Reach Delirium -- When Ishkanah enters, if there are four or more card types among cards in your graveyard, create three 1/2 green Spider creature tokens with reach. {6}{B}: Target opponent loses 1 life for each Spider you control. 3/5 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. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, the Last Hope (1)(B)(B) Legendary Planeswalker -- Liliana [+1]: Up to one target creature gets -2/-1 until your next turn. [-2]: Mill two cards, then you may return a creature card from your graveyard to your hand. [-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, the Last Hope (1)(B)(B) Legendary Planeswalker -- Liliana [+1]: Up to one target creature gets -2/-1 until your next turn. [-2]: Mill two cards, then you may return a creature card from your graveyard to your hand. [-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Liliana, the Last Hope (1)(B)(B) Legendary Planeswalker -- Liliana [+1]: Up to one target creature gets -2/-1 until your next turn. [-2]: Mill two cards, then you may return a creature card from your graveyard to your hand. [-7]: You get an emblem with "At the beginning of your end step, create X 2/2 black Zombie creature tokens, where X is two plus the number of Zombies you control." L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Paris, Bryan - Unknown format (Set Roulette Fall 2024)

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

Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Llanowar Wastes Land {T}: Add {C}. {T}: Add {B} or {G}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Mortify 1WB Instant Destroy target creature or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mortify 1WB Instant Destroy target creature or enchantment. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mulch 1G Sorcery Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Mulch 1G Sorcery Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

3 B

Exile target creature and all other creatures with the same name as that creature.

Flashback {5}{B}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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

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①

This artifact enters tapped.
{2}, {T}, Sacrifice this artifact:
Add two mana in any combination of
colors.
When this artifact is put into a
graveyard from the battlefield, draw
a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

This artifact enters tapped.
{2}, {T}, Sacrifice this artifact:
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4 B

Return target creature card from your graveyard to the battlefield. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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4 B

Return target creature card from
your graveyard to the battlefield.
Flashback {3}{W} (You may cast this
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Return target creature card from your graveyard to the battlefield. Flashback {3}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Woodland Cemetery Land This land enters tapped unless you control a Swamp or a Forest. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Collective Brutality 1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collective Brutality 1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Crux of Fate 3BB Sorcery Choose one -- * Destroy all Dragon creatures. * Destroy all non-Dragon creatures. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dead Weight B Enchantment -- Aura Enchant creature Enchanted creature gets -2/-2. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W

Activated abilities of artifacts
can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Activated abilities of artifacts
can't be activated.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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