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| <div><div><div><div><div><div></div><div><b>Bitter Triumph</b></div><div><div>1</div><div>B</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Caves of Koilos</b></div><div></div></div><div>Land</div><div>{T}: Add {C}.<br/>{T}: Add {W} or {B}. This land deals 1 damage to you.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                         | <div><div><div><div><div><div></div><div><b>Collective Brutality</b></div><div><div>1</div><div>B</div></div></div><div>Sorcery</div><div>Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.)<br/>Choose one or more --<br/>* Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card.<br/>* Target creature gets -2/-2 until end of turn.<br/>* Target opponent loses 2 life and you gain 2 life.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Concealed Courtyard</b></div><div></div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {B}.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>               |
| <div><div><div><div><div><div></div><div><b>Consider</b></div><div><div>U</div></div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                            | <div><div><div><div><div><div></div><div><b>Consider</b></div><div><div>U</div></div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Consider</b></div><div><div>U</div></div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div>                                                                                                                                                                                                                                                                 | <div><div><div><div><div><div></div><div><b>Consider</b></div><div><div>U</div></div></div><div>Instant</div><div>Surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/>Draw a card.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> |

|                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                            |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Darkslick Shores</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                            | <div>Darkslick Shores</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                            | <div>Darkslick Shores</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                          | <div>Darkslick Shores</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {U} or {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          |
| <div>Dig Through Time (6UU)</div> <div>Instant</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Dig Through Time (6UU)</div> <div>Instant</div> <div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Look at the top seven cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Elenda, Saint of Dusk (2WB)</div> <div>Legendary Creature -- Vampire Knight</div> <div>Lifelink, hexproof from instants<br/>As long as your life total is greater than your starting life total, Elenda gets +1/+1 and has menace. Elenda gets an additional +5/+5 as long as your life total is at least 10 greater than your starting life total.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Extinction Event (3B)</div> <div>Sorcery</div> <div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - Taker - Pioneer (?18????????????????V????)

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 2/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                              |                                                                                                                                                                                                                              |                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                             |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>Faithful Mending</b> (W)(U)<br><hr/> Instant<br><hr/> You gain 2 life, draw two cards, then discard two cards.<br>Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) | <b>Faithful Mending</b> (W)(U)<br><hr/> Instant<br><hr/> You gain 2 life, draw two cards, then discard two cards.<br>Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.) | <b>Faithful Mending</b> (W)(U)<br><hr/> Instant<br><hr/> You gain 2 life, draw two cards, then discard two cards.<br>Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)                                                                | <b>Faithful Mending</b> (W)(U)<br><hr/> Instant<br><hr/> You gain 2 life, draw two cards, then discard two cards.<br>Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)                                                                |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                          |
| <b>Godless Shrine</b><br><hr/> Land -- Plains Swamp<br><hr/> ({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                              | <b>Godless Shrine</b><br><hr/> Land -- Plains Swamp<br><hr/> ({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                              | <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br><hr/> Legendary Creature -- Rat Pilot<br><hr/> 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. | <b>Greasefang, Okiba Boss</b> (1)(W)(B)<br><hr/> Legendary Creature -- Rat Pilot<br><hr/> 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. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                           | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                           | <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                           | <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                           |

Playtest cards - Taker - Pioneer (?18????????????????V???)

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sheet 3/10 - 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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

( $\{T\}$ : 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 PLAY botbox.dev

((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 PLAY botbox.dev

( $\{T\}$ : 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 PLAY botbox.dev

( $\{T\}$ : 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 PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

When Kiara enters, draw two cards, then discard two cards.  
Threshold -- Whenever Kiara attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 U

When Kiora enters, draw two cards, then discard two cards.  
Threshold -- Whenever Kiora attacks, if there are seven or more cards in your graveyard, you may create Scion of the Deep, a legendary 8/8 blue Octopus creature token.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B

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 B

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

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      bothbox.dev

6 W W

Flying, first strike, vigilance  
Whenever Parhelion II attacks,  
create two 4/4 white Angel creature  
tokens with flying and vigilance  
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Crew 4 (Tap any number of creatures  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

({T}: Add {W}, {U}, or {B}.)  
 This land enters tapped.  
 Cycling {3} ({3}, Discard this card:  
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Raffine's Tower</div> <div>Land -- Plains Island Swamp</div> <div>           ({T}: Add {W}, {U}, or {B}.)<br/>           This land enters tapped.<br/>           Cycling {3} ({3}, Discard this card:<br/>           Draw a card.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Raffine's Tower</div> <div>Land -- Plains Island Swamp</div> <div>           ({T}: Add {W}, {U}, or {B}.)<br/>           This land enters tapped.<br/>           Cycling {3} ({3}, Discard this card:<br/>           Draw a card.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                           | <div>Seachrome Coast</div> <div>Land</div> <div>           This land enters tapped unless you<br/>           control two or fewer other lands.<br/>           {T}: Add {W} or {U}.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                             | <div>Seachrome Coast</div> <div>Land</div> <div>           This land enters tapped unless you<br/>           control two or fewer other lands.<br/>           {T}: Add {W} or {U}.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                       |
| <div>Shattered Sanctum</div> <div>Land</div> <div>           This land enters tapped unless you<br/>           control two or more other lands.<br/>           {T}: Add {W} or {B}.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                     | <div>Sheoldred, the Apocalypse 2BB</div> <div>Legendary Creature -- Phyrexian Praetor</div> <div>           Deathtouch<br/>           Whenever you draw a card, you gain 2<br/>           life.<br/>           Whenever an opponent draws a card,<br/>           they lose 2 life.         </div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Skysovereign, Consul Flagship 5</div> <div>Legendary Artifact -- Vehicle</div> <div>           Flying<br/>           Whenever Skysovereign enters or<br/>           attacks, it deals 3 damage to target<br/>           creature or planeswalker an opponent<br/>           controls.<br/>           Crew 3 (Tap any number of creatures<br/>           you control with total power 3 or<br/>           more: This Vehicle becomes an<br/>           artifact creature until end of<br/>           turn.)         </div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Stubborn Denial U</div> <div>Instant</div> <div>           Counter target noncreature spell<br/>           unless its controller pays {1}.<br/>           Ferocious -- If you control a<br/>           creature with power 4 or greater,<br/>           counter that spell instead.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - Taker - Pioneer (?18????????????V???)

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;  
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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Stubborn Denial</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Tainted Indulgence</div><div>Instant</div><div>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                      | <div><div><div>Tainted Indulgence</div><div>Instant</div><div>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    | <div><div><div>Tainted Indulgence</div><div>Instant</div><div>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>    |
| <div><div><div>Tainted Indulgence</div><div>Instant</div><div>Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                              | <div><div><div>Takenuma, Abandoned Mire</div><div>Legendary Land</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thoughtseize</div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>Exile target monocolored permanent.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                      | <div><div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>Exile target monocolored permanent.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                               | <div><div><div>Watery Grave</div><div></div></div><div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>   | <div><div><div>Watery Grave</div><div></div></div><div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                     |
| <div><div><div>Ashiok, Dream Render</div><div><div>1</div><div>U/B</div><div>U/B</div></div></div><div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div><div>L</div><div>5</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Deafening Silence</div><div><div>W</div></div></div><div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dovin's Veto</div><div><div>W</div><div>U</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div><div>B</div></div></div><div><div>Instant</div><div>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.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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.

**L 5**

① U U

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

①

As this artifact enters, choose a card name.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

W

Your opponents can't cast spells this turn.

3 W U

[+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**

① W W

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

①②③

When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.

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

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| <div><div><div>Vanishing Verse</div><div><div>W</div><div>B</div></div></div><div><div>Instant</div><div>Exile target monocolored permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Void Rend</div><div><div>W</div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Void Rend</div><div><div>W</div><div>U</div><div>B</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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