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| <div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent with mana value 3 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                          | <div><div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div></div><div><div>Instant</div><div>This spell can't be countered.<br/>Destroy target nonland permanent with mana value 3 or less.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                          | <div><div><div>Blood Crypt</div></div><div><div>Land -- Swamp Mountain</div><div>([T]): Add [B] or [R].<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>Bring to Light</div><div><div>3</div><div>G</div><div>U</div></div></div><div><div>Sorcery</div><div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Bring to Light</div><div><div>3</div><div>G</div><div>U</div></div></div><div><div>Sorcery</div><div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bring to Light</div><div><div>3</div><div>G</div><div>U</div></div></div><div><div>Sorcery</div><div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bring to Light</div><div><div>3</div><div>G</div><div>U</div></div></div><div><div>Sorcery</div><div>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dreadbore</div><div><div>B</div><div>R</div></div></div><div><div>Sorcery</div><div>Destroy target creature or planeswalker.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                   |

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| <div><div><div><div><div><div></div><div><b>Dreadbore</b></div><div><div><div>Ⓚ</div><div>Ⓡ</div></div></div></div><div>Sorcery</div><div>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>Dreadbore</b></div><div><div><div>Ⓚ</div><div>Ⓡ</div></div></div></div><div>Sorcery</div><div>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>Drowned Catacomb</b></div><div><div><div></div><div></div></div></div></div><div>Land</div><div>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {U} 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>Drowned Catacomb</b></div><div><div><div></div><div></div></div></div></div><div>Land</div><div>This land enters tapped unless you control an Island or a Swamp.<br/>{T}: Add {U} 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>Expressive Iteration</b></div><div><div><div>Ⓚ</div><div>Ⓡ</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</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>Expressive Iteration</b></div><div><div><div>Ⓚ</div><div>Ⓡ</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</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>Expressive Iteration</b></div><div><div><div>Ⓚ</div><div>Ⓡ</div></div></div></div><div>Sorcery</div><div>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</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>Extinction Event</b></div><div><div><div>3</div><div>Ⓚ</div></div></div></div><div>Sorcery</div><div>Choose odd or even. Exile each creature with mana value of the chosen quality. (Zero is even.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div></div> |

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| <div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                     | <div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                     | <div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                     | <div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Fatal Push</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fatal Push</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fatal Push</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                           |

**Land**

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This land enters tapped unless you control a Plains or an Island.

{T}: Add {W} or {U}.

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| Instant                                                                   |
|---------------------------------------------------------------------------|
| Draw a card. You may put a land card from your hand onto the battlefield. |

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

| Instant                                                                   |
|---------------------------------------------------------------------------|
| Draw a card. You may put a land card from your hand onto the battlefield. |

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

| Instant                                                                   |
|---------------------------------------------------------------------------|
| Draw a card. You may put a land card from your hand onto the battlefield. |

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.de

**Instant**

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Draw a card. You may put a land card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp Forest

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

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Land -- Plains Swamp Forest

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

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Basic Land -- Island

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

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## Ketria Triome

Land -- Forest Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Kolaghan's Command (1)(B)(R)

Instant

Choose two --

- \* Return target creature card from your graveyard to your hand.
- \* Target player discards a card.
- \* Destroy target artifact.
- \* Kolaghan's Command deals 2 damage to any target.

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### Kolaghan's Command (1)(B)(R)

Instant

Choose two --

- \* Return target creature card from your graveyard to your hand.
- \* Target player discards a card.
- \* Destroy target artifact.
- \* Kolaghan's Command deals 2 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Kolaghan's Command** (1)(B)(R)

Instant

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Choose two --
* Return target creature card from
your graveyard to your hand.
* Target player discards a card.
* Destroy target artifact.
* Kolaghan's Command deals 2 damage
to any target.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nahiri, the Harbinger (2RW)

## Legendary Planeswalker -- Nahiri

[+2]: You may discard a card. If you do, draw a card.

[-2]: Exile target enchantment, tapped artifact, or tapped creature.

[-8]: Search your library for an artifact or creature card, put it onto the battlefield, then shuffle. It gains haste. Return it to your hand at the beginning of the next end step.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Nahiri, the Harbinger (2)(R)(W)

Legendary Planeswalker -- Nahiri

[+2]: You may discard a card. If you do, draw a card.

[-2]: Exile target enchantment, tapped artifact, or tapped creature.

[-8]: Search your library for an artifact or creature card, put it onto the battlefield, then shuffle. It gains haste. Return it to your hand at the beginning of the next end step.

**L 4**

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| <b>Niv-Mizzet Reborn</b> (W)(U)(B)(R)(G)<br>Legendary Creature -- Dragon Avatar<br>Flying<br>When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                          | <b>Niv-Mizzet Reborn</b> (W)(U)(B)(R)(G)<br>Legendary Creature -- Dragon Avatar<br>Flying<br>When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Niv-Mizzet Reborn</b> (W)(U)(B)(R)(G)<br>Legendary Creature -- Dragon Avatar<br>Flying<br>When Niv-Mizzet enters, reveal the top ten cards of your library. For each color pair, choose a card that's exactly those colors from among them. Put the chosen cards into your hand and the rest on the bottom of your library in a random order.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Omnath, Locus of Creation</b> (R)(G)(W)(U)<br>Legendary Creature -- Elemental<br>When Omnath enters, draw a card.<br>Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Omnath, Locus of Creation</b> (R)(G)(W)(U)<br>Legendary Creature -- Elemental<br>When Omnath enters, draw a card.<br>Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                                                                                                                                                                                      | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)                                                                                                                                                                                                                                                                                                                                                                 | <b>Raugrin Triome</b><br>Land -- Island Mountain Plains<br>({T}: Add {U}, {R}, or {W}.)<br>This land enters tapped.<br>Cycling {3} ({3}, Discard this card: Draw a card.)                                                                                                                                                                                                                                                                                                         |

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| <div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<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> | <div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<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> | <div><div>Raugrin Triome</div><div>Land -- Island Mountain Plains</div><div>{T}: Add {U}, {R}, or {W}.)<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> | <div><div>Rootbound Crag</div><div>Land</div><div>This land enters tapped unless you<br/>control a Mountain or a Forest.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            |
| <div><div>Rootbound Crag</div><div>Land</div><div>This land enters tapped unless you<br/>control a Mountain or a Forest.<br/>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Savai Triome</div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, 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>    | <div><div>Savai Triome</div><div>Land -- Mountain Plains Swamp</div><div>{T}: Add {R}, {W}, 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>    | <div><div>Slaughter Games</div><div>Sorcery</div><div>This spell can't be countered.<br/>Choose a nonland card name. Search<br/>target opponent's graveyard, hand,<br/>and library for any number of cards<br/>with that name and exile them. Then<br/>that player shuffles.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} 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>Stomping Ground</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} 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>Sunpetal Grove</div><div>Land</div><div>This land enters tapped unless you control a Forest or a Plains.<br/>{T}: Add {G} or {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       |
| <div><div>Supreme Verdict<div>1W W U</div></div><div>Sorcery</div><div>This spell can't be countered.<br/>Destroy all creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>{T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div>Sylvan Caryatid<div>1G</div></div><div>Creature -- Plant</div><div>Defender, hexproof<br/>{T}: Add one mana of any color.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div>Sylvan Caryatid<div>1G</div></div><div>Creature -- Plant</div><div>Defender, hexproof<br/>{T}: Add one mana of any color.</div><div>0/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Sylvan Caryatid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant</div> <div> <div>Defender, hexproof</div> <div>{T}: Add one mana of any color.</div> </div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                         | <div> <div>Sylvan Caryatid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant</div> <div> <div>Defender, hexproof</div> <div>{T}: Add one mana of any color.</div> </div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div> <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div> <div>{T}: Add {G} or {W}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>The Scarab God</div> <div> <div>3</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- God</div> <div> <div>At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control.</div> <div>{2}{U}{B}: Exile target creature card from a graveyard. Create a token that's a copy of it, except it's a 4/4 black Zombie.</div> <div>When The Scarab God dies, return it to its owner's hand at the beginning of the next end step.</div> </div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Tolsimir, Friend to Wolves</div> <div> <div>2</div> <div>6</div> <div>6</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Elf Scout</div> <div> <div>When Tolsimir enters, create Voja, Friend to Elves, a legendary 3/3 green and white Wolf creature token. Whenever a Wolf you control enters, you gain 3 life and that creature fights up to one target creature you don't control.</div> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Valki, God of Lies</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- God</div> <div> <div>When Valki enters, each opponent reveals their hand. For each opponent, exile a creature card they revealed this way until Valki leaves the battlefield.</div> <div>{X}: Choose a creature card exiled with Valki with mana value X. Valki becomes a copy of that card.</div> </div> <div>2/1</div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Tibalt, Cosmic Impostor</div> <div> <div>5</div> <div>B</div> <div>R</div> </div> </div> <div> <div>Legendary Planeswalker -- Tibalt</div> <div> <div>As Tibalt enters, you get an emblem with "You may play cards exiled with Tibalt, Cosmic Impostor, and you may spend mana as though it were mana of any color to cast those spells."</div> <div>[+2]: Exile the top card of each player's library.</div> <div>[-3]: Exile target artifact or creature.</div> <div>[-8]: Exile all graveyards. Add {R}{R}{R}.</div> </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                   |

Playtest cards - I\_HAVE\_CHORTLES - Pioneer (Pioneer League)

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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 9/12 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Vanishing Verse</b> <span>W B</span> </div> <div> Instant </div> <div> Exile target monocolored permanent. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>         | <div> <b>Wandering Mind</b> <span>1 U R</span> </div> <div> Creature -- Horror </div> <div> Flying<br/> When this creature enters, look at the top six 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. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                               | <div> <b>Wandering Mind</b> <span>1 U R</span> </div> <div> Creature -- Horror </div> <div> Flying<br/> When this creature enters, look at the top six 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. </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Watery Grave</b> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                       |
| <div> <b>Woodland Cemetery</b> </div> <div> Land </div> <div> This land enters tapped unless you control a Swamp or a Forest.<br/> {T}: Add {B} or {G}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Yasharn, Implacable Earth</b> <span>2 G W</span> </div> <div> Legendary Creature -- Elemental Boar </div> <div> When Yasharn enters, search your library for a basic Forest card and a basic Plains card, reveal those cards, put them into your hand, then shuffle.<br/> Players can't pay life or sacrifice nonland permanents to cast spells or activate abilities. </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Zagoth Triome</b> </div> <div> Land -- Swamp Forest Island </div> <div> ({T}: Add {B}, {G}, or {U}.)<br/> This land enters tapped.<br/> Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                           | <div> <b>Zagoth Triome</b> </div> <div> Land -- Swamp Forest Island </div> <div> ({T}: Add {B}, {G}, or {U}.)<br/> This land enters tapped.<br/> Cycling {3} ({3}, Discard this card: Draw a card.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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sheet 10/12 - 8 cards - 2.5 x 3.5 in each



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| <p><b>Notion Thief</b> (2)(U)(B)</p> <p>Creature -- Human Rogue</p> <p>Flash<br/>If an opponent would draw a card except the first one they draw in each of their draw steps, instead that player skips that draw and you draw a card.</p> <p>[sideboard]</p> <p>3/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Rest in Peace</b> (1)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Rest in Peace</b> (1)(W)</p> <p>Enchantment</p> <p>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                                         | <p><b>Thoughtseize</b> (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Thoughtseize</b> (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                            | <p><b>Thoughtseize</b> (B)</p> <p>Sorcery</p> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                             | <p><b>Yorion, Sky Nomad</b> (3)(W/U)(W/U)</p> <p>Legendary Creature -- Bird Serpent</p> <p>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>Flying<br/>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</p> <p>[sideboard]</p> <p>4/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |                                                                                                                                                                                                                                                         |

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