

Aether Hub Land When this land enters, you get {E} (an energy counter). {T}: Add {C}. {T}, Pay {E}: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blink of an Eye Instant Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.) Return target nonland permanent to its owner's hand. If this spell was kicked, draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cast Down Instant Destroy target nonlegendary creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Censor Instant Counter target spell unless its controller pays {1}. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Censor Instant Counter target spell unless its controller pays {1}. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disallow Instant Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disallow Instant Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Disallow Instant Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Disallow ①②③ Instant Counter target spell, activated ability, or triggered ability. (Mana abilities can't be targeted.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Drowned Catacomb Land This land enters tapped unless you control an Island or a Swamp. {T}: Add {U} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Duress Ⓑ 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 Ⓑ 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	Essence Scatter ①② Instant Counter target creature spell. 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

Fatal Push

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.

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Fetid Pools

Land - - Island Swamp

(**{T}**: Add **{U}** or **{B}**.)
This land enters tapped.
Cycling **{2}** (**{2}**, Discard this card:
Draw a card.)

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 This land enters tapped.
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Fetid Pools Land -- Island Swamp {T}: Add {U} or {B}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Field of Ruin Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Glacial Fortress Land This land enters tapped unless you control a Plains or an Island. {T}: Add {W} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimmer of Genius Instant Scry 2, then draw two cards. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glimmer of Genius Instant Scry 2, then draw two cards. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hieroglyphic Illumination Instant Draw two cards. Cycling {U} ({U}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Isolated Chapel Land This land enters tapped unless you control a Plains or a Swamp. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains ({T}): Add {W} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search for Azcanta 1U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: 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 any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Search for Azcanta 1U Legendary Enchantment At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.) ----- BACK FACE ----- Azcanta, the Sunken Ruin Legendary Land (Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: 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 any order. 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}): Add {B} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}): Add {B} .) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Teferi, Hero of Dominaria 3WU Legendary Planeswalker -- Teferi [+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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Hero of Dominaria 3WU Legendary Planeswalker -- Teferi [+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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Hero of Dominaria 3WU Legendary Planeswalker -- Teferi [+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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	The Scarab God 3UB Legendary Creature -- God At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control. {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. When The Scarab God dies, return it to its owner's hand at the beginning of the next end step. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
The Scarab God 3UB Legendary Creature -- God At the beginning of your upkeep, each opponent loses X life and you scry X, where X is the number of Zombies you control. {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. When The Scarab God dies, return it to its owner's hand at the beginning of the next end step. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torrential Gearhulk 4UU Artifact Creature -- Construct Flash When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torrential Gearhulk 4UU Artifact Creature -- Construct Flash When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torrential Gearhulk 4UU Artifact Creature -- Construct Flash When this creature enters, you may cast target instant card from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead. 5/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - ghatt_smart - Standard (Standard League)

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 7/10 - 8 cards - 2.5 x 3.5 in each

Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vraska's Contempt 2BB Instant Exile target creature or planeswalker. You gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Aether Meltdown 1U Enchantment -- Aura Flash (You may cast this spell any time you could cast an instant.) Enchant creature or Vehicle When this Aura enters, you get {E}{E} (two energy counters). Enchanted creature gets -4/-0. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arguel's Blood Fast 1B Legendary Enchantment {1}{B}, Pay 2 life: Draw a card. At the beginning of your upkeep, if you have 5 or less life, you may transform Arguel's Blood Fast. [sideboard] ----- -- -- BACK FACE -- -- Temple of Aclazotz Legendary Land (Transforms from Arguel's Blood Fast.) {T}: Add {B}. {T}, Sacrifice a creature: You gain life equal to the sacrificed creature's toughness. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Duress B Sorcery Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forsake the Worldly 2W Instant Exile target artifact or enchantment. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Gonti, Lord of Luxury (2)(B)(B) Legendary Creature -- Aetherborn Rogue Deathtouch When Gonti enters, look at the top four cards of target opponent's library, exile one of them face down, then put the rest on the bottom of that library in a random order. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Gonti, Lord of Luxury (2)(B)(B) Legendary Creature -- Aetherborn Rogue Deathtouch When Gonti enters, look at the top four cards of target opponent's library, exile one of them face down, then put the rest on the bottom of that library in a random order. You may cast that card for as long as it remains exiled, and mana of any type can be spent to cast that spell. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Malice (1)(B) Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.) This creature gets +1/+0 as long as any player controls a white permanent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Knight of Malice (1)(B) Creature -- Human Knight First strike (This creature deals combat damage before creatures without first strike.) Hexproof from white (This creature can't be the target of white spells or abilities your opponents control.) This creature gets +1/+0 as long as any player controls a white permanent. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorcerous Spyglass 2 Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sorcerous Spyglass 2 Artifact As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	