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Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {B} or {G}.

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{T}: Add {B} or {G}.

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Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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WB

Sorcerv

Return target creature card with mana value 3 or less from your graveyard to the battlefield. It gains "If this creature would die, exile it instead."
Flashback {3}{W}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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<div> <div>Concealed Courtyard</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Concealed Courtyard</div> <div>Land</div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Darkbore Pathway</div> <div>Land</div> <div> {T}: Add {B}. </div> </div> <div> <div>Slitherbore Pathway</div> <div>Land</div> <div> {T}: Add {G}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Darkbore Pathway</div> <div>Land</div> <div> {T}: Add {B}. </div> </div> <div> <div>Slitherbore Pathway</div> <div>Land</div> <div> {T}: Add {G}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
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Esika's Chariot ③⑥ Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Esika's Chariot ③⑥ Legendary Artifact -- Vehicle When Esika's Chariot enters, create two 2/2 green Cat creature tokens. Whenever Esika's Chariot attacks, create a token that's a copy of target token you control. Crew 4 <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Greasefang, Okiba Boss ①④⑧ Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss ①④⑧ Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss ①④⑧ Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Greasefang, Okiba Boss ①④⑧ Legendary Creature -- Rat Pilot At the beginning of combat on your turn, return target Vehicle card from your graveyard to the battlefield. It gains haste. Return it to its owner's hand at the beginning of your next end step. <div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Grisly Salvage



Instant

Reveal the top five cards of your library. You may put a creature or land card from among them into your hand. Put the rest into your graveyard.

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Mana Confluence

Land

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

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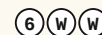
Overgrown Tomb

Land -- Swamp Forest

($\{T\}$: Add $\{B\}$ or $\{G\}$.)
As this land enters, you may pay 2
life. If you don't, it enters
tapped.

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Parhelion II



Legendary Artifact -- Vehicle

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

<div><div>Parhelion II</div><div><div>6</div><div>W</div><div>W</div></div><div>Legendary Artifact -- Vehicle</div><div>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.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Parhelion II</div><div><div>6</div><div>W</div><div>W</div></div><div>Legendary Artifact -- Vehicle</div><div>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.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Parhelion II</div><div><div>6</div><div>W</div><div>W</div></div><div>Legendary Artifact -- Vehicle</div><div>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.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Raffine's Informant</div><div><div>1</div><div>W</div></div><div>Creature -- Human Wizard</div><div>When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Raffine's Informant</div><div><div>1</div><div>W</div></div><div>Creature -- Human Wizard</div><div>When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Raffine's Informant</div><div><div>1</div><div>W</div></div><div>Creature -- Human Wizard</div><div>When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Raffine's Informant</div><div><div>1</div><div>W</div></div><div>Creature -- Human Wizard</div><div>When this creature enters, it connives. (Draw a card, then discard a card. If you discarded a nonland card, put a +1/+1 counter on this creature.)</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Razorverge Thicket <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.	Razorverge Thicket <hr/> Land <hr/> This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}.	Sentinel of the Nameless City ②⑥ <hr/> Creature -- Merfolk Warrior Scout <hr/> Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>3/4</div>	Sentinel of the Nameless City ②⑥ <hr/> Creature -- Merfolk Warrior Scout <hr/> Vigilance Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.") <div>3/4</div>
Skysovereign, Consul Flagship ⑤ <hr/> Legendary Artifact -- Vehicle <hr/> Flying Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) <div>6/5</div>	Skysovereign, Consul Flagship ⑤ <hr/> Legendary Artifact -- Vehicle <hr/> Flying Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) <div>6/5</div>	Skysovereign, Consul Flagship ⑤ <hr/> Legendary Artifact -- Vehicle <hr/> Flying Whenever Skysovereign enters or attacks, it deals 3 damage to target creature or planeswalker an opponent controls. Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.) <div>6/5</div>	Swamp <hr/> Basic Land -- Swamp <hr/> ({T}: Add {B}.)

Takenuma, Abandoned Mire

Legendary Land

{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.

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Temple Garden

Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Temple Garden

Land -- Forest Plains

($\{T\}$: Add $\{G\}$ or $\{W\}$.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Thoughtseize

(B)

Sorcery

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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Thoughtseize

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Sorcery

Target player reveals their hand.
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Thoughtseize

(B)

Sorcery

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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Traverse the Ulvenwald

G

Sorcery

Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.

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<div> Traverse the Ulvenwald </div> <div> Sorcery </div> <div> <p>Search your library for a basic land card, reveal it, put it into your hand, then shuffle.</p> <p>Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Vessel of Nascency </div> <div> Enchantment </div> <div> <p>{1}{G}, Sacrifice this enchantment: Reveal the top four cards of your library. You may put an artifact, creature, enchantment, land, or planeswalker card from among them into your hand. Put the rest into your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Witherbloom Command </div> <div> Sorcery </div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> * Target player mills three cards, then you return a land card from your graveyard to your hand. * Destroy target noncreature, nonland permanent with mana value 2 or less. * Target creature gets -3/-1 until end of turn. * 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> Witherbloom Command </div> <div> Sorcery </div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> * Target player mills three cards, then you return a land card from your graveyard to your hand. * Destroy target noncreature, nonland permanent with mana value 2 or less. * Target creature gets -3/-1 until end of turn. * 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> Ashiok, Dream Render </div> <div> Legendary Planeswalker -- Ashiok </div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Ashiok, Dream Render </div> <div> Legendary Planeswalker -- Ashiok </div> <div> <p>Spells and abilities your opponents control can't cause their controller to search their library.</p> <p>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</p> <p>[sideboard]</p> </div> <div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Fatal Push </div> <div> Instant </div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Fatal Push </div> <div> Instant </div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

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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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②③

Flash

When this creature enters, choose one --

- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- * You gain 2 life and scry 2.
- * Exile target player's graveyard.

3/1

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②②

Flash

When this creature enters, choose one --

- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn.
- * You gain 2 life and scry 2.
- * Exile target player's graveyard.

3/1

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① G

Trample
When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.

3/2

- - - ADVENTURE - -

① B

You draw a card and you lose 1 life.
(Then exile this card. You may cast
the creature later from exile.)

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① ⑥

Trample
When this creature dies, you may cast it from your graveyard as an Adventure until the end of your next turn.

3/2

- - - ADVENTURE - - -

① ⑧

You draw a card and you lose 1 life.
(Then exile this card. You may cast
the creature later from exile.)

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G

Choose one --

- * Each opponent sacrifices an artifact of their choice.
- * Each opponent sacrifices an enchantment of their choice.
- * Each opponent sacrifices a creature with flying of their choice.

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G

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Choose one --
* Each opponent sacrifices an
  artifact of their choice.
* Each opponent sacrifices an
  enchantment of their choice.
* Each opponent sacrifices a
  creature with flying of their
  choice.
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<div> Sheo'dred, the Apocalypse 2 B B </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. </div> <div> [sideboard] </div> <div> <div>4/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Surge of Salvation W </div> <div> Instant </div> <div> You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Surge of Salvation W </div> <div> Instant </div> <div> You and permanents you control gain hexproof until end of turn. Prevent all damage that black and/or red sources would deal to creatures you control this turn. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	