

<div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Bitter Triumph</div><div><div>1</div><div>B</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Blooming Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Blooming Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Boseiju, Who Endures</div></div><div><div>Legendary Land</div><div>{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.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Brushland</div></div><div><div>Land</div><div>{T}: Add {C}. {T}: Add {G} or {W}. This land deals 1 damage to you.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Concealed Courtyard</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Darkbore Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>----- BACK FACE -----</div><div><div>Slitherbore Pathway</div><div>Land</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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Esika's Chariot ③⑥ <hr/> Legendary Artifact -- Vehicle <hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Esika's Chariot ③⑥ <hr/> Legendary Artifact -- Vehicle <hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Esika's Chariot ③⑥ <hr/> Legendary Artifact -- Vehicle <hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Esika's Chariot ③⑥ <hr/> Legendary Artifact -- Vehicle <hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
Godless Shrine <hr/> Land -- Plains Swamp <hr/> ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Godless Shrine <hr/> Land -- Plains Swamp <hr/> ({T}: Add {W} or {B}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Greasefang, Okiba Boss ①④⑥ <hr/> Legendary Creature -- Rat Pilot <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. <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	Greasefang, Okiba Boss ①④⑥ <hr/> Legendary Creature -- Rat Pilot <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. <div>4/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

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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6 W W

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
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Basic Land -- Plains

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

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①②

Creature -- Human Wizard

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Creature -- Human Wizard

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Raffine's Informant <div> <div>1</div> <div>W</div> </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> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Raffine's Informant <div> <div>1</div> <div>W</div> </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> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Razorverge Thicket </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Razorverge Thicket </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {W}. </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Selfless Savior <div> <div>W</div> </div> </div> <div> Creature -- Dog </div> <div> Sacrifice this creature: Another target creature you control gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Sentinel of the Nameless City <div> <div>2</div> <div>G</div> </div> </div> <div> Creature -- Merfolk Warrior Scout </div> <div> 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> <div> <div>3/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Skysovereign, Consul Flagship <div> <div>5</div> </div> </div> <div> Legendary Artifact -- Vehicle </div> <div> 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> <div> <div>6/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Skysovereign, Consul Flagship <div> <div>5</div> </div> </div> <div> Legendary Artifact -- Vehicle </div> <div> 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> <div> <div>6/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.) 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>Temple Garden</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.) 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>Temple Garden</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.) 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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div> Thoughtseize (B) </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Traverse the Ulvenwald (G) </div> <div>Sorcery</div> <div> 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. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Witherbloom Command (B)(G) </div> <div>Sorcery</div> <div> Choose two -- <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Witherbloom Command (B)(G) </div> <div>Sorcery</div> <div> Choose two -- <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Ashiok, Dream Render (1)(U/B)(U/B) </div> <div>Legendary Planeswalker -- Ashiok</div> <div> Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. </div> <div>[sideboard]</div> <div> <div>L 5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fatal Push (B) </div> <div>Instant</div> <div> 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. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fatal Push (B) </div> <div>Instant</div> <div> 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. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Fatal Push (B) </div> <div>Instant</div> <div> 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. </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<p>Sentinel of the Nameless City ②⑥</p> <p>Creature -- Merfolk Warrior Scout</p> <p>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.")</p> <p>[sideboard]</p> <p>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Unlicensed Hearse ②</p> <p>Artifact -- Vehicle</p> <p>{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</p> <p>[sideboard]</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Unlicensed Hearse ②</p> <p>Artifact -- Vehicle</p> <p>{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</p> <p>[sideboard]</p> <p>*/*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	
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