

Adarkar Wastes Land {T}: Add {C}. {T}: Add {W} or {U}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph 1B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Bitter Triumph 1B Instant As an additional cost to cast this spell, discard a card or pay 3 life. Destroy target creature or planeswalker. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Caves of Koilos Land {T}: Add {C}. {T}: Add {W} or {B}. This land deals 1 damage to you. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Collective Brutality 1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collective Brutality 1B Sorcery Escalate--Discard a card. (Pay this cost for each mode chosen beyond the first.) Choose one or more -- * Target opponent reveals their hand. You choose an instant or sorcery card from it. That player discards that card. * Target creature gets -2/-2 until end of turn. * Target opponent loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Concealed Courtyard Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consider U Instant Surveil 1. (Look at the top card of your library. You may put it into your graveyard.) Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Dig Through Time (6)(U)(U) Instant Delve (Each card you exile from your graveyard while casting this spell pays for {1}.) 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.	Faithful Mending (W)(U) Instant You gain 2 life, draw two cards, then discard two cards. Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Faithful Mending (W)(U) Instant You gain 2 life, draw two cards, then discard two cards. Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	Faithful Mending (W)(U) Instant You gain 2 life, draw two cards, then discard two cards. Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)
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Faithful Mending (W)(U) Instant You gain 2 life, draw two cards, then discard two cards. Flashback {1}{W}{U} (You may cast this card from your graveyard for its flashback cost. Then exile it.)	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.	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.	Greasefang, Okiba Boss (1)(W)(B) 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.
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	4/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Greasefang, Okiba Boss ①②③

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.

4/3

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4/3

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Hallowed Fountain

Land -- Plains Island

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

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Island

Basic Land -- Island

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

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Lively Dirge 1 B Sorcery 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lively Dirge 1 B Sorcery 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. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parhelion II 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 turn.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Parhelion II 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 turn.) 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.	Seachrome Coast Land This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {U}.	Shattered Sanctum Land This land enters tapped unless you control two or more other lands. {T}: Add {W} or {B}.	Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5
Sheoldred, the Apocalypse 2BB Legendary Creature -- Phyrexian Praetor Deathtouch Whenever you draw a card, you gain 2 life. Whenever an opponent draws a card, they lose 2 life. 4/5	Skysovereign, Consul Flagship 5 Legendary Artifact -- Vehicle 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.) 6/5	Skysovereign, Consul Flagship 5 Legendary Artifact -- Vehicle 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.) 6/5	Skysovereign, Consul Flagship 5 Legendary Artifact -- Vehicle 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.) 6/5

Stubborn Denial Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stubborn Denial Instant Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Supreme Verdict Sorcery This spell can't be countered. Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Indulgence Instant Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Tainted Indulgence Instant Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Indulgence Instant Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Tainted Indulgence Instant Draw two cards. Then discard a card unless there are five or more mana values among cards in your graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① W W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Island Swamp

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

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Land -- Island Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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Choose one --
* Counter target spell with mana
value 2 or less.
* Counter target red or green spell
with mana value 6 or less.
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[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Each player can't cast more than one noncreature spell each turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W U

This spell can't be countered.
Counter target noncreature spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

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.

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3 W U

[+1]: Draw a card. At the beginning of the next end step, untap up to two lands.

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[-3]: Put target nonland permanent
into its owner's library third from
the top.
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[8]: You get an emblem with
"Whenever you draw a card, exile
target permanent an opponent
controls."
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L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Whenever you draw a card, put a loyalty counter on Teferi.

[0]: Draw a card.

[-2]: Create a 2/2 blue Spirit creature token with vigilance and "Whenever you draw a card, put a +1/+1 counter on this token."

[-12]: Target opponent chooses a permanent they control and returns it to its owner's hand. Then they shuffle each nonland permanent they control into its owner's library.

L 4

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for any number of cards with the same name as that spell and exile them. That player shuffles, then draws a card for each card exiled from their hand this way.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unlicensed Hearse 2 Artifact -- Vehicle {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 [sideboard] */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Void Rend WUB Instant This spell can't be countered. Destroy target nonland permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Void Rend WUB Instant This spell can't be countered. Destroy target nonland permanent. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	