

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	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	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	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
Attune with Aether Sorcery Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Attune with Aether Sorcery Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Attune with Aether Sorcery Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Attune with Aether Sorcery Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You get {E}{E} (two energy counters). PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Blooming Marsh Land This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Botanical Sanctum Land This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Canyon Slough Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Canyon Slough Land -- Swamp Mountain {T}: Add {B} or {R}.) This land enters tapped. Cycling {2} ({2}, Discard this card: Draw a card.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dragonskull Summit Land This land enters tapped unless you control a Swamp or a Mountain. {T}: Add {B} or {R}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Fatal Push 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fatal Push 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest {T}: Add {G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glint-Sleeve Siphoner 1B Creature -- Human Rogue Menace Whenever this creature enters or attacks, you get {E} (an energy counter). At the beginning of your upkeep, you may pay {E}{E}. If you do, you draw a card and you lose 1 life. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gonti, Lord of Luxury 2BB 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gonti, Lord of Luxury 2BB 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. 2/3 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harnessed Lightning (1)(R) Instant Choose target creature. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Harnessed Lightning deals that much damage to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harnessed Lightning (1)(R) Instant Choose target creature. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Harnessed Lightning deals that much damage to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Harnessed Lightning (1)(R) Instant Choose target creature. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Harnessed Lightning deals that much damage to that creature. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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1 G U

When this creature enters, draw a card and you get {E}{E} (two energy counters).

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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3/2

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When this creature enters, draw a card and you get {E}{E} (two energy counters).

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Add one mana of any color.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Add one mana of any color.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, you get {E}{E} (two energy counters).
{T}, Pay {E}: Add one mana of any color.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

When this creature enters, you get {E}{E} (two energy counters). {T}, Pay {E}: Add one mana of any color.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 6/10 - 8 cards - 2.5 x 3.5 in each

Swamp

Basic Land -- Swamp

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

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Swamp

Basic Land -- Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Scarab God

3 U B

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

3 U B

Legendary Creature -- God

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{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

Vraska, Relic Seeker (4)(B)(G)

4 B G

Legendary Planeswalker -- Vraska

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[+2]: Create a 2/2 black Pirate creature token with menace.
[-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
[-10]: Target player's life total becomes 1.
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L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska, Relic Seeker (4)(B)(G)

4 B G

Legendary Planeswalker -- Vraska

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[+2]: Create a 2/2 black Pirate creature token with menace.
[-3]: Destroy target artifact, creature, or enchantment. Create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")
[-10]: Target player's life total becomes 1.
```

L 6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska's Contempt

2 B B

Instant

Exile target creature or planeswalker. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vraska's Contempt

②BB

Instant

Exile target creature or planeswalker. You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Whirler Virtuoso 1 U R Creature -- Vedalken Artificer When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Create a 1/1 colorless Thopter artifact creature token with flying. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whirler Virtuoso 1 U R Creature -- Vedalken Artificer When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Create a 1/1 colorless Thopter artifact creature token with flying. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whirler Virtuoso 1 U R Creature -- Vedalken Artificer When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Create a 1/1 colorless Thopter artifact creature token with flying. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Whirler Virtuoso 1 U R Creature -- Vedalken Artificer When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Create a 1/1 colorless Thopter artifact creature token with flying. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Chandra's Defeat R Instant Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Chandra's Defeat R Instant Chandra's Defeat deals 5 damage to target red creature or red planeswalker. If that permanent is a Chandra planeswalker, you may discard a card. If you do, draw a card. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Deathgorge Scavenger 2 G Creature -- Dinosaur Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

Playtest cards - Govern - Standard (Standard PTQ Finals)

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

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Gifted Aetherborn B B Creature -- Aetherborn Vampire Deathtouch, lifelink [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Negate 1 U Instant Counter target noncreature spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	River's Rebuke 4 U U Sorcery Return all nonland permanents target player controls to their owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	River's Rebuke 4 U U Sorcery Return all nonland permanents target player controls to their owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	