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| <div><div><div>Bleachbone Verge</div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                | <div><div><div>Bleachbone Verge</div><div>Land</div><div><div><div>{T}: Add {B}.</div><div>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                | <div><div><div>Boggart Trawler</div><div>Creature -- Goblin</div><div><div>When this creature enters, exile target player's graveyard.</div></div><div><div>3/1</div></div><div><div>BACK FACE</div></div><div><div>Boggart Bog</div><div>Land</div><div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div><div>{T}: Add {B}.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Emperor of Bones</div><div>Creature -- Skeleton Noble</div><div><div>At the beginning of combat on your turn, exile up to one target card from a graveyard.</div><div>{1}{B}: Adapt 2.</div><div>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
| <div><div><div>Emperor of Bones</div><div>Creature -- Skeleton Noble</div><div><div>At the beginning of combat on your turn, exile up to one target card from a graveyard.</div><div>{1}{B}: Adapt 2.</div><div>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Emperor of Bones</div><div>Creature -- Skeleton Noble</div><div><div>At the beginning of combat on your turn, exile up to one target card from a graveyard.</div><div>{1}{B}: Adapt 2.</div><div>Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Ephemerate</div><div>Instant</div><div><div>Exile target creature you control, then return it to the battlefield under its owner's control.</div><div>Rebound (If you cast this spell from your hand, exile it as it resolves.</div><div>At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Ephemerate</div><div>Instant</div><div><div>Exile target creature you control, then return it to the battlefield under its owner's control.</div><div>Rebound (If you cast this spell from your hand, exile it as it resolves.</div><div>At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                  |

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| <div><div>Ephemerate</div><div>W</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ephemerate</div><div>W</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      |
| <div><div>Fatal Push</div><div>B</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Flickerwisp</div><div>1WW</div><div>Creature -- Elemental</div><div>Flying<br/>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Flickerwisp</div><div>1WW</div><div>Creature -- Elemental</div><div>Flying<br/>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flickerwisp</div><div>1WW</div><div>Creature -- Elemental</div><div>Flying<br/>When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |
| <div><div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>{T}: Add {W} or {B}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div><div>Marsh Flats</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                          | <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                          | <div>Meticulous Archive</div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                      | <div>Orcish Bowmasters</div> <div>Creature -- Orc Archer</div> <div>Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   |
| <div>Overlord of the Balemurk</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Balemurk</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Balemurk</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Overlord of the Balemurk</div> <div>Enchantment Creature -- Avatar Horror</div> <div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.) Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Phelia, Exuberant Shepherd</b> (1)(W)<br>Legendary Creature -- Dog<br>Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent.<br>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br>Legendary Creature -- Dog<br>Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent.<br>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br>Legendary Creature -- Dog<br>Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent.<br>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br>Legendary Creature -- Dog<br>Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent.<br>At the beginning of the next end step, return that card to the battlefield under its owner's control. If it entered under your control, put a +1/+1 counter on Phelia.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                            | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                            | <b>Prismatic Ending</b> (X)(W)<br>Sorcery<br>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                           | <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>Flying<br>When this creature enters, draw a card.<br>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br>Warp {1}{U}<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        |

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| <div>Quantum Riddler</div> <div><div>3</div><div>U</div><div>U</div></div> <div>Creature -- Sphinx</div> <div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   | <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div>{T}: Add {W} or {B}.<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div>Solitude</div> <div><div>3</div><div>W</div><div>W</div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Solitude</div> <div><div>3</div><div>W</div><div>W</div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               |
| <div>Solitude</div> <div><div>3</div><div>W</div><div>W</div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Solitude</div> <div><div>3</div><div>W</div><div>W</div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>{T}: Add {B}.</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                        | <div>Teferi, Time Raveler</div> <div><div>1</div><div>W</div><div>U</div></div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

① W U

Each opponent can cast spells only any time they could cast a sorcery

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

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

**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

**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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W W

Flying, first strike  
When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

Flying, first strike  
When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

Flying, first strike  
When this creature enters, destroy  
up to one target nonbasic land. Its  
controller may search their library  
for a basic land card, put it onto  
the battlefield tapped, then  
shuffle.

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| <div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div>2/2</div> <div> <div>BACK FACE</div> </div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div>2/2</div> <div> <div>BACK FACE</div> </div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div>2/2</div> <div> <div>BACK FACE</div> </div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Warlock</div> <div> When this creature enters, destroy target artifact or enchantment an opponent controls. </div> <div>2/2</div> <div> <div>BACK FACE</div> </div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div>Ashiok, Dream Render</div> <div> <div>1</div> <div>U/B</div> <div>U/B</div> </div> </div> <div> <div>Legendary Planeswalker -- Ashiok</div> <div> Spells and abilities your opponents control can't cause their controller to search their library.<br/> [-1]: Target player mills four cards. Then exile each opponent's graveyard. </div> <div>[sideboard]</div> <div>L 5</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                     | <div> <div>Cathar Commando</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> Flash<br/> {1}, Sacrifice this creature: Destroy target artifact or enchantment. </div> <div>[sideboard]</div> <div>3/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                    | <div> <div>Cathar Commando</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Soldier</div> <div> Flash<br/> {1}, Sacrifice this creature: Destroy target artifact or enchantment. </div> <div>[sideboard]</div> <div>3/1</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                    | <div> <div>Celestial Purge</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Exile target black or red permanent. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                 |

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| <div> <div>Clarion Conqueror</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying</div> <div>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Consign to Memory</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Consign to Memory</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Consign to Memory</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                         |
| <div> <div>Faerie Macabre</div> <div> <div>1</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Creature -- Faerie Rogue</div> <div> <div>Flying</div> <div>Discard this card: Exile up to two target cards from graveyards.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>   | <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                             | <div> <div>Vindicate</div> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Destroy target permanent.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                  | <div> <div>White Orchid Phantom</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Spirit Knight</div> <div> <div>Flying, first strike</div> <div>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

Playtest cards - Chang, Ai-Chen - Modern (MIT Championship ?????-???)

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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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