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| <div><b>Arid Mesa</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Arid Mesa</b></div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Boggart Trawler</b> 2B</div> <div>Creature -- Goblin</div> <div>When this creature enters, exile target player's graveyard.</div> <div>3/1</div> <div>--- BACK FACE ---</div> <div><b>Boggart Bog</b></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                | <div><b>Boggart Trawler</b> 2B</div> <div>Creature -- Goblin</div> <div>When this creature enters, exile target player's graveyard.</div> <div>3/1</div> <div>--- BACK FACE ---</div> <div><b>Boggart Bog</b></div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                |
| <div><b>Concealed Courtyard</b></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 PLAY    botbox.dev</div>                                 | <div><b>Concealed Courtyard</b></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 PLAY    botbox.dev</div>                                 | <div><b>Emperor of Bones</b> 1B</div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. 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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div><b>Emperor of Bones</b> 1B</div> <div>Creature -- Skeleton Noble</div> <div>At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. 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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

Playtest cards - Sam Lewin - Modern (ANZ Super Series Cycle 8 Sunday 5K)

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 1/10 - 8 cards - 2.5 x 3.5 in each

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| <p><b>Emperor of Bones</b> (1)(B)</p> <p>Creature -- Skeleton Noble</p> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ephemerate</b> (W)</p> <p>Instant</p> <p>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.<br/>At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ephemerate</b> (W)</p> <p>Instant</p> <p>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.<br/>At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Ephemerate</b> (W)</p> <p>Instant</p> <p>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.<br/>At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Ephemerate</b> (W)</p> <p>Instant</p> <p>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.<br/>At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                       | <p><b>Fatal Push</b> (B)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    | <p><b>Fatal Push</b> (B)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    | <p><b>Fatal Push</b> (B)</p> <p>Instant</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                    |

**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.

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① W W

Flying  
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.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flying  
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.

3/1

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Plains Swamp

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

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## Land -- Plains Swamp

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

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① W B

Legendary Creature -- God

Menace, lifelink, indestructible  
Ketravose can't attack or block  
unless there are seven or more cards  
in exile.  
Whenever one or more cards are put  
into exile from graveyards and/or  
the battlefield during your turn,  
you draw a card and lose 1 life.

4/4

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| <p><b>Ketramose, the New Dawn</b> (1)(W)(B)</p> <p>Legendary Creature -- God</p> <p>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ketramose, the New Dawn</b> (1)(W)(B)</p> <p>Legendary Creature -- God</p> <p>Menace, lifelink, indestructible<br/>Ketramose can't attack or block unless there are seven or more cards in exile.<br/>Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life.</p> <p>4/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>March of Otherworldly Light</b> (X)(W)</p> <p>Instant</p> <p>As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/>Exile target artifact, creature, or enchantment with mana value X or less.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Marsh Flats</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                                                                                    |
| <p><b>Marsh Flats</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                      | <p><b>Marsh Flats</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                      | <p><b>Marsh Flats</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                            | <p><b>Overlord of the Balemurk</b> (3)(B)(B)</p> <p>Enchantment Creature -- Avatar Horror</p> <p>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.)<br/>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.</p> <p>5/5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <b>Overlord of the Balemurk</b> (3)(B)(B)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> 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.)<br>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.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Overlord of the Balemurk</b> (3)(B)(B)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> 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.)<br>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.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Overlord of the Balemurk</b> (3)(B)(B)<br><hr/> Enchantment Creature -- Avatar Horror<br><hr/> 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.)<br>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.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                     | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                     | <b>Phelia, Exuberant Shepherd</b> (1)(W)<br><hr/> Legendary Creature -- Dog<br><hr/> Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent. 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                     | <b>Relic of Progenitus</b> (1)<br><hr/> Artifact<br><hr/> {T}: Target player exiles a card from their graveyard.<br>{1}, Exile this artifact: Exile all graveyards. Draw a card.<br><div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                 |

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| <div> <div>Relic of Progenitus</div> <div>①</div> </div> <div>Artifact</div> <div> <p>{T}: Target player exiles a card from their graveyard.</p> <p>{1}, Exile this artifact: Exile all graveyards. Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                              | <div> <div>Relic of Progenitus</div> <div>①</div> </div> <div>Artifact</div> <div> <p>{T}: Target player exiles a card from their graveyard.</p> <p>{1}, Exile this artifact: Exile all graveyards. Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div> <p>(T): Add {W} or {B}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div> <p>(T): Add {W} or {B}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Skyclave Apparition</div> <div>①W</div> <div>W</div> </div> <div>Creature -- Kor Spirit</div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Snow-Covered Plains</div> <div>Basic Snow Land -- Plains</div> <div> <p>(T): Add {W}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                      | <div>Snow-Covered Plains</div> <div>Basic Snow Land -- Plains</div> <div> <p>(T): Add {W}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                       | <div>Snow-Covered Plains</div> <div>Basic Snow Land -- Plains</div> <div> <p>(T): Add {W}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                       |

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| <div>Snow-Covered Swamp</div> <div>Basic Snow Land -- Swamp</div> <div>{T}: Add {B}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                 | <div>Solitude</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>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>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>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>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>                                                                                                                 |

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| <div> <div>Thoughtseize</div> <div> <div>B</div> </div> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div>2/2</div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                   | <div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Creature -- Human Warlock</div> <div> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> </div> <div>2/2</div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                               | <div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Creature -- Human Warlock</div> <div> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> </div> <div>2/2</div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Witch Enchanter</div> <div> <div>3</div> <div>W</div> </div> </div> <div>Creature -- Human Warlock</div> <div> <p>When this creature enters, destroy target artifact or enchantment an opponent controls.</p> </div> <div>2/2</div> <div> <div>Witch-Blessed Meadow</div> <div>Land</div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div> <div>Aven Interrupter</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Bird Rogue</div> <div> <p>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Aven Interrupter</div> <div> <div>1</div> <div>W</div> <div>W</div> </div> </div> <div>Creature -- Bird Rogue</div> <div> <p>Flash<br/>Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Dauntless Dismantler</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Artificer</div> <div> <p>Artifacts your opponents control enter tapped.<br/>{X}{X}{W}, Sacrifice this creature: Destroy each artifact with mana value X.</p> </div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                      | <div> <div>Dauntless Dismantler</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Creature -- Human Artificer</div> <div> <p>Artifacts your opponents control enter tapped.<br/>{X}{X}{W}, Sacrifice this creature: Destroy each artifact with mana value X.</p> </div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                      |

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| <p><b>Elesh Norn, Mother of Machines</b> (4)(W)</p> <p>Legendary Creature -- Phyrexian Praetor</p> <p>Vigilance<br/>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.</p> <p>[sideboard]</p> <p>4/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Stony Silence</b> (1)(W)</p> <p>Enchantment</p> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                         | <p><b>Vindicate</b> (1)(W)(B)</p> <p>Sorcery</p> <p>Destroy target permanent.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                         | <p><b>Vindicate</b> (1)(W)(B)</p> <p>Sorcery</p> <p>Destroy target permanent.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                         |
| <p><b>White Orchid Phantom</b> (W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying, first strike<br/>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.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                         | <p><b>White Orchid Phantom</b> (W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying, first strike<br/>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.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>White Orchid Phantom</b> (W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying, first strike<br/>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.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>White Orchid Phantom</b> (W)(W)</p> <p>Creature -- Spirit Knight</p> <p>Flying, first strike<br/>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.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div> <div>Wrath of the Skies (X)(W)(W)</div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wrath of the Skies (X)(W)(W)</div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wrath of the Skies (X)(W)(W)</div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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