

①

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⑤

Living weapon (When this Equipment enters, create a 0/0 black Phyrexian Germ creature token, then attach this to it.)

Equipped creature gets +4/+4 and has vigilance and lifelink.

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{3}: Return this Equipment to its  
owner's hand.
```

Equip {5}

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{T}: Add {W}.  
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

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{T}: Add {W}.  
When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.

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| <div><div>Flagstones of Trokair</div><div>Legendary Land</div><div><div>{T}: Add {W}.</div><div>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Flagstones of Trokair</div><div>Legendary Land</div><div><div>{T}: Add {W}.</div><div>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Flickerwisp</div><div>Creature -- Elemental</div><div><div>Flying</div><div>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><div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Flickerwisp</div><div>Creature -- Elemental</div><div><div>Flying</div><div>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><div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Flooded Strand</div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                  | <div><div>Ghost Quarter</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                    | <div><div>Ghost Quarter</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                              | <div><div>Ghost Quarter</div><div>Land</div><div><div>{T}: Add {C}.</div><div>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                              |

## Ghost Quarter

Land

**{T}:** Add **{C}**.  
**{T}**, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.

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## Giver of Runes

W

Creature -- Kor Cleric

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

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## Kaldra Compleat

⑦

Legendary Artifact -- Equipment

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Living weapon
Indestructible
Equipped creature gets +5/+5 and has
first strike, trample,
indestructible, haste, and "Whenever
this creature deals combat damage to
a creature, exile that creature."
Equip {7}
```

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**Lion Sash**

①②W

Artifact Creature -- Equipment Cat

{W}: Exile target card from a graveyard. If it was a permanent card, put a +1/+1 counter on this permanent.  
Equipped creature gets +1/+1 for each +1/+1 counter on this Equipment.  
Reconfigure {2} ({2}: Attach to target creature you control; or unattach from a creature.  
Reconfigure only as a sorcery. While attached, this isn't a creature.)

1/1

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## Lush Portico

Land -- Forest Plains

(**{T}**: Add **{G}** or **{W}**.)  
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.)

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## Path to Exile

W

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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| <div><div>Phelia, Exuberant Shepherd</div><div><div>1</div><div>W</div></div><div>Legendary Creature -- Dog</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phelia, Exuberant Shepherd</div><div><div>1</div><div>W</div></div><div>Legendary Creature -- Dog</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phelia, Exuberant Shepherd</div><div><div>1</div><div>W</div></div><div>Legendary Creature -- Dog</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                     | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                     | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                     | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Recruiter of the Guard (2)(W)</div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                      | <div><div><div>Recruiter of the Guard (2)(W)</div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                      | <div><div><div>Recruiter of the Guard (2)(W)</div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                      | <div><div><div>Recruiter of the Guard (2)(W)</div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                          |
| <div><div><div>Skyclave Apparition (1)(W)(W)</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Skyclave Apparition (1)(W)(W)</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Skyclave Apparition (1)(W)(W)</div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Solitude (3)(W)(W)</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></div> |

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| <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                  | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                  | <b>Spirit of the Labyrinth</b> (1)(W)<br>Enchantment Creature -- Spirit<br>Each player can't draw more than one card each turn.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                  |
| <b>Spirit of the Labyrinth</b> (1)(W)<br>Enchantment Creature -- Spirit<br>Each player can't draw more than one card each turn.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                 | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div>Stoneforge Mystic</div> <div>1W</div> <div>Creature -- Kor Artificer</div> <div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Volatile Fault</div> <div>Land -- Cave</div> <div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div>Volatile Fault</div> <div>Land -- Cave</div> <div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div>Volatile Fault</div> <div>Land -- Cave</div> <div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      |
| <div>Volatile Fault</div> <div>Land -- Cave</div> <div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That player may search their library for a basic land card, put it onto the battlefield, then shuffle. You create a Treasure token.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>White Orchid Phantom</div><div><div>W</div><div>W</div></div></div> <div><div>Creature -- Spirit Knight</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div></div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Aven Mindcensor</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Bird Wizard</div><div>Flash<br/>Flying<br/>If an opponent would search a library, that player searches the top four cards of that library instead.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  | <div><div>Aven Mindcensor</div><div><div>2</div><div>W</div></div></div> <div><div>Creature -- Bird Wizard</div><div>Flash<br/>Flying<br/>If an opponent would search a library, that player searches the top four cards of that library instead.</div><div>[sideboard]</div><div>2/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deafening Silence</div><div><div>W</div></div></div> <div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div>Deafening Silence</div><div><div>W</div></div></div> <div><div>Enchantment</div><div>Each player can't cast more than one noncreature spell each turn.</div><div>[sideboard]</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |

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| <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Rest in Peace</b> (1)(W)<br><hr/> Enchantment<br><hr/> When this enchantment enters, exile all graveyards.<br>If a card or token would be put into a graveyard from anywhere, exile it instead.<br><br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sanctifier en-Vec</b> (W)(W)<br><hr/> Creature -- Human Cleric<br><hr/> Protection from black and from red<br>When this creature enters, exile all cards that are black or red from all graveyards.<br>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                           | <b>Sanctifier en-Vec</b> (W)(W)<br><hr/> Creature -- Human Cleric<br><hr/> Protection from black and from red<br>When this creature enters, exile all cards that are black or red from all graveyards.<br>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.<br><br>[sideboard] <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                           |
| <b>Spirit of the Labyrinth</b> (1)(W)<br><hr/> Enchantment Creature -- Spirit<br><hr/> Each player can't draw more than one card each turn.<br><br>[sideboard] <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                         | <b>Spirit of the Labyrinth</b> (1)(W)<br><hr/> Enchantment Creature -- Spirit<br><hr/> Each player can't draw more than one card each turn.<br><br>[sideboard] <div>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                         | <b>Suncleanser</b> (1)(W)<br><hr/> Creature -- Human Cleric<br><hr/> When this creature enters, choose one --<br>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.<br>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.<br><br>[sideboard] <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Suncleanser</b> (1)(W)<br><hr/> Creature -- Human Cleric<br><hr/> When this creature enters, choose one --<br>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.<br>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.<br><br>[sideboard] <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <div>The Battle of Bywater (1)(W)(W)</div> <div>Sorcery</div> <div> <p>Destroy all creatures with power 3 or greater. Then create a Food token for each creature you control. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</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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