## Aether Vial {1}

Artifact

At the beginning of your upkeep, you may put a charge counter on this artifact.
{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Aven Interrupter {1}{W}{W}

Creature -- Bird Rogue

Flash
Flying
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.)
Spells your opponents cast from graveyards or from exile cost {2} more to cast.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bleachbone Verge

Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Boggart Trawler {2}{B}

Creature -- Goblin

When this creature enters, exile target player's graveyard.

**3/1**

- - - BACK FACE - - -

## Boggart Bog

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {B}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Cloak and Dagger, Entwined** {1}{W}{B}

Legendary Creature -- Human Hero

Deathtouch, lifelink
When Cloak and Dagger enter, choose target opponent and up to one target creature they control. They reveal their hand. You may exile a nonland card from their hand or the chosen creature until Cloak and Dagger leave the battlefield.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Emperor of Bones** {1}{B}

Creature -- Skeleton Noble

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.

**2/2**

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Ephemerate** {W}

Instant

Exile target creature you control, then return it to the battlefield under its owner's control.
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Fatal Push {B}

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 PLAY botbox.dev


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Destroy target creature if it has mana value 2 or less.
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## Flickerwisp {1}{W}{W}

Creature -- Elemental

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


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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


## Flooded Strand

Land

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


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## Godless Shrine

Land -- Plains Swamp

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Land -- Plains Swamp

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Marsh Flats

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## Orcish Bowmasters {1}{B}

Creature -- Orc Archer

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.

**1/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Overlord of the Balemurk {3}{B}{B}

Enchantment Creature -- Avatar Horror

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.

**5/5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Phelia, Exuberant Shepherd** {1}{W}

Legendary Creature -- Dog

Flash
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.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {W}.)

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**Plains**

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Shadowy Backstreet**

Land -- Plains Swamp

({T}: Add {W} or {B}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - JJ - Esper Blink (Modern League)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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## Shadowy Backstreet

Land -- Plains Swamp

({T}: Add {W} or {B}.)
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## White Orchid Phantom {W}{W}

Creature -- Spirit Knight

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.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## White Orchid Phantom {W}{W}

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**2/2**

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**Playtest cards - JJ - Esper Blink (Modern League)** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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Creature -- Spirit Knight

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**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Witch Enchanter {3}{W}

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

**2/2**

- - - BACK FACE - - -

## Witch-Blessed Meadow

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ashiok, Dream Render {1}{U/B}{U/B}

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Planeswalker -- Ashiok

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[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

**L 5**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drannith Magistrate {1}{W}

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Drannith Magistrate {1}{W}

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

[sideboard]

**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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**Faerie Macabre** {1}{B}{B}

Creature -- Faerie Rogue

Flying
Discard this card: Exile up to two target cards from graveyards.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**High Noon** {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Thoughtseize** {B}

Sorcery

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

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Thoughtseize** {B}

Sorcery

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

[sideboard]

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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**White Orchid Phantom** {W}{W}

Creature -- Spirit Knight

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.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Wrath of the Skies {X}{W}{W}

Sorcery

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.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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Sorcery

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