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| <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Birthing Ritual</b> ①⑥<br><b>Enchantment</b><br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Breeding Pool</b><br><b>Land -- Forest Island</b><br><p>{T}: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                                                          | <b>Coiling Oracle</b> ⑥④<br><b>Creature -- Snake Elf Druid</b><br><p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                          | <b>Coiling Oracle</b> ⑥④<br><b>Creature -- Snake Elf Druid</b><br><p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                          | <b>Coiling Oracle</b> ⑥④<br><b>Creature -- Snake Elf Druid</b><br><p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <div>1/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                          |

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| <div> <div>Coiling Oracle</div> <div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Snake Elf Druid</div> <div> <p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                     | <div> <div>Elesh Norn, Mother of Machines</div> <div> <div>4</div> <div>W</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> <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> </div> <div> <div>4/7</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ephemerate</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ephemerate</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Ephemerate</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ephemerate</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                           | <div> <div>Flare of Denial</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                         | <div> <div>Flare of Denial</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                         |

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| <div><div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div></div><div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Flooded Strand</div><div>Land</div></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><div>Flooded Strand</div><div>Land</div></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><div>Flooded Strand</div><div>Land</div></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><div>Flooded Strand</div><div>Land</div></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><div>Forest</div><div>Basic Land -- Forest</div></div><div><div>{T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             | <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>            |

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| <div><div><b>Hedge Maze</b></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              | <div><div><b>Lush Portico</b></div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Meticulous Archive</b></div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   |
| <div><div><b>Misty Rainforest</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                   | <div><div><b>Misty Rainforest</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Misty Rainforest</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                     | <div><div><b>Phelia, Exuberant Shepherd</b> 1W</div><div>Legendary Creature -- Dog</div><div>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

① W

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

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Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Creature -- Human Warrior

Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① G W

Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Flash  
Flying  
When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③ ④ W

Flash  
Flying

When this creature enters, you may exile target non-Angel creature you control, then return that card to the battlefield under your control.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Skyclave Apparition</b> ①①①①<br>Creature -- Kor Spirit<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Skyclave Apparition</b> ①①①①<br>Creature -- Kor Spirit<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Skyclave Apparition</b> ①①①①<br>Creature -- Kor Spirit<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Skyclave Apparition</b> ①①①①<br>Creature -- Kor Spirit<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Solitude</b> ③①①①<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> ③①①①<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> ③①①①<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> ③①①①<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                                                                                               |

## Temple Garden

Land -- Forest Plains

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

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Voice of Resurgence 

Creature -- Elemental

Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

**Voice of Resurgence** 

Creature -- Elemental

Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

**Watcher for Tomorrow** (1)(U)

Creature -- Human Wizard

Hideaway 4 (When this creature enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This creature enters tapped. When this creature leaves the battlefield, put the exiled card into its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.de

## Watcher for Tomorrow <sup>①</sup><sub>U</sub>

Creature -- Human Wizard

Hideaway 4 (When this creature enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This creature enters tapped. When this creature leaves the battlefield, put the exiled card into its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

## Watcher for Tomorrow <sup>①</sup><sub>U</sub>

Creature -- Human Wizard

Hideaway 4 (When this creature enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This creature enters tapped. When this creature leaves the battlefield, put the exiled card into its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

## Watcher for Tomorrow <sup>①</sup><sub>U</sub>

Creature -- Human Wizard

Hideaway 4 (When this creature enters, look at the top four cards of your library, exile one face down, then put the rest on the bottom in a random order.) This creature enters tapped. When this creature leaves the battlefield, put the exiled card into its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev

## Windswept Heath

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY hotbox.dev



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| <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br>As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                             | <b>Meddling Mage</b> (W)(U)<br>Creature -- Human Wizard<br>As this creature enters, choose a nonland card name.<br>Spells with the chosen name can't be cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                             | <b>Sanctifier en-Vec</b> (W)(W)<br>Creature -- Human Cleric<br>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>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                           | <b>Sanctifier en-Vec</b> (W)(W)<br>Creature -- Human Cleric<br>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>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Sanctum Prelate</b> (1)(W)(W)<br>Creature -- Human Cleric<br>As this creature enters, choose a number.<br>Noncreature spells with mana value equal to the chosen number can't be cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Sanctum Prelate</b> (1)(W)(W)<br>Creature -- Human Cleric<br>As this creature enters, choose a number.<br>Noncreature spells with mana value equal to the chosen number can't be cast.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Suncleanser</b> (1)(W)<br>Creature -- Human Cleric<br>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>[sideboard]<br><div>1/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>White Orchid Phantom</b> (W)(W)<br>Creature -- Spirit Knight<br>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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                    |

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| <div> <div> White Orchid Phantom <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 PLAY    botbox.dev</div> </div> </div> </div> | <div> <div> White Orchid Phantom <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 PLAY    botbox.dev</div> </div> </div> </div> | <div> <div> White Orchid Phantom <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 PLAY    botbox.dev</div> </div> </div> </div> |  |
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