

①

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{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.

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## Legendary Land

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

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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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

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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.

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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.

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## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karakas

## Legendary Land

```
{T}: Add {W}.
{T}: Return target legendary
creature to its owner's hand.
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## Legendary Land

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## Lion Sash

① ② W

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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## Marsh Flats

Land

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

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## Meteor Sword

⑦

Artifact -- Equipment

When this Equipment enters, destroy target permanent.  
Equipped creature gets +3/+3.  
Equip {3} ({3}: Attach to target creature you control. Equip only as a sorcery.)

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## Orcish Bowmasters

① ②

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

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1/1

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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

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3 B B

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5/5

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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>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> |
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| <div><div>Pre-War Formalwear2W</div><div>Artifact -- Equipment</div><div>When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it.<br/>Equipped creature gets +2/+2 and has vigilance.<br/>Equip {3}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Pre-War Formalwear2W</div><div>Artifact -- Equipment</div><div>When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it.<br/>Equipped creature gets +2/+2 and has vigilance.<br/>Equip {3}</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |



## Scrubland

Land - - Plains Swamp

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

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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.)

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## Skyclave Apparition ①②③

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

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.

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**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.

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| <div><div>Solitude<div><div>3</div><div>W</div><div>W</div></div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>       | <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div><div>1</div><div>W</div></div></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><div>1/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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3 (W/U) (W/U)

Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)

When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.

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② W W

Each player chooses from among the permanents they control an artifact, a creature, an enchantment, and a land, then sacrifices the rest.

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① ② W

If a nontoken creature would enter and it wasn't cast, exile it instead.

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W

Each player can't cast more than one noncreature spell each turn.

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Each player can't cast more than one noncreature spell each turn.

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②

As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

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As this artifact enters, choose a card name.  
Spells with the chosen name cost {3} more to cast.  
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| <b>Disruptor Flute</b> ②<br>Artifact<br>Flash<br>As this artifact enters, choose a card name.<br>Spells with the chosen name cost {3} more to cast.<br>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.<br><br>[sideboard]                                                      | <b>Grafdigger's Cage</b> ①<br>Artifact<br>Creature cards in graveyards and libraries can't enter the battlefield.<br>Players can't cast spells from graveyards or libraries.<br><br>[sideboard]         | <b>Path to Exile</b> ①W<br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br><br>[sideboard]                                                        | <b>Surgical Extraction</b> ①BP<br>Instant<br>({B/P} can be paid with either {B} or 2 life.)<br>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.<br><br>[sideboard] |
| <b>Surgical Extraction</b> ①BP<br>Instant<br>({B/P} can be paid with either {B} or 2 life.)<br>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.<br><br>[sideboard] | <b>Temporary Lockdown</b> ①W①W<br>Enchantment<br>When this enchantment enters, exile each nonland permanent with mana value 2 or less until this enchantment leaves the battlefield.<br><br>[sideboard] | <b>Wrath of the Skies</b> ①X①W①W<br>Sorcery<br>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.<br><br>[sideboard] |                                                                                                                                                                                                                                                                                                                                      |