

Bleachbone Verge

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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② ② W

Creature -- Dragon

Flying
Activated abilities of artifacts,
creatures, and planeswalkers can't
be activated.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Instant

Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.

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Erode W Instant Destroy target creature or planeswalker. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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	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
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	Momo, Friendly Flier W Legendary Creature -- Lemur Bat Ally Flying The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Momo, Friendly Flier W Legendary Creature -- Lemur Bat Ally Flying The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Momo, Friendly Flier W Legendary Creature -- Lemur Bat Ally Flying The first non-Lemur creature spell with flying you cast during each of your turns costs {1} less to cast. Whenever another creature you control with flying enters, Momo gets +1/+1 until end of turn. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

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Basic Land -- Plains

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

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sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

② ② W

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.

Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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②③

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① B B

Flying, deathtouch, lifelink
Renew -- {2}{B}, Exile this card
from your graveyard: Put a flying
counter, a deathtouch counter, and a
lifelink counter on target creature.
Activate only as a sorcery.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①BB

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Renew -- {2}{B}, Exile this card
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Activate only as a sorcery.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sage of the Skies (2)(W) Creature -- Human Monk When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sage of the Skies (2)(W) Creature -- Human Monk When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sage of the Skies (2)(W) Creature -- Human Monk When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sage of the Skies (2)(W) Creature -- Human Monk When you cast this spell, if you've cast another spell this turn, copy this spell. (The copy becomes a token.) Flying, lifelink 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Scheming Silvertongue (1)(B) Creature -- Vampire Warlock Flying, lifelink At the beginning of your second main phase, if you gained 2 or more life this turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/3 ----- OTHER FACE ----- Sign in Blood (B)(B) Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scheming Silvertongue (1)(B) Creature -- Vampire Warlock Flying, lifelink At the beginning of your second main phase, if you gained 2 or more life this turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/3 ----- OTHER FACE ----- Sign in Blood (B)(B) Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scheming Silvertongue (1)(B) Creature -- Vampire Warlock Flying, lifelink At the beginning of your second main phase, if you gained 2 or more life this turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/3 ----- OTHER FACE ----- Sign in Blood (B)(B) Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Scheming Silvertongue (1)(B) Creature -- Vampire Warlock Flying, lifelink At the beginning of your second main phase, if you gained 2 or more life this turn, this creature becomes prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.) 1/3 ----- OTHER FACE ----- Sign in Blood (B)(B) Sorcery Target player draws two cards and loses 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Silverquill Charm W B Instant Choose one -- * Put two +1/+1 counters on target creature. * Exile target creature with power 2 or less. * Each opponent loses 3 life and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Silverquill Charm W B Instant Choose one -- * Put two +1/+1 counters on target creature. * Exile target creature with power 2 or less. * Each opponent loses 3 life and you gain 3 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinkhole Surveyor 1 B Creature -- Bird Scout Flying Whenever this creature attacks, you lose 1 life and this creature endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sinkhole Surveyor 1 B Creature -- Bird Scout Flying Whenever this creature attacks, you lose 1 life and this creature endures 1. (Put a +1/+1 counter on it or create a 1/1 white Spirit creature token.) 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Stirring Hopesinger 2W Creature -- Bird Bard Flying, lifelink Reprieve -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on each creature you control. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stirring Hopesinger 2W Creature -- Bird Bard Flying, lifelink Reprieve -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on each creature you control. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Stirring Hopesinger 2W Creature -- Bird Bard Flying, lifelink Reprieve -- Whenever you cast an instant or sorcery spell that targets a creature, put a +1/+1 counter on each creature you control. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp ({T}: Add {B}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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1 B

Flying
When this creature enters, surveil
2. (Look at the top two cards of
your library, then put any number of
them into your graveyard and the
rest on top of your library in any
order.)

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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When this creature enters, surveil
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1/3

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1/3

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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②②

Flying
Activated abilities of artifacts,
creatures, and planeswalkers can't
be activated.

[sidebar]

3/3

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② ② W

Flying
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[sidebar]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Clarion Conqueror (2)(W) Creature -- Dragon Flying Activated abilities of artifacts, creatures, and planeswalkers can't be activated. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant (1)(W) Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Disenchant (1)(W) Instant Destroy target artifact or enchantment. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Rabid Attack (1)(B) Instant Until end of turn, any number of target creatures you control each get +1/+0 and gain "When this creature dies, draw a card." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Rabid Attack (1)(B) Instant Until end of turn, any number of target creatures you control each get +1/+0 and gain "When this creature dies, draw a card." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Eagle (2)(B) Creature -- Bird Assassin Flying Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card is exiled this way, create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you draw your second card each turn, each opponent loses 1 life and you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Raven Eagle (2)(B) Creature -- Bird Assassin Flying Whenever this creature enters or attacks, exile up to one target card from a graveyard. If a creature card is exiled this way, create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you draw your second card each turn, each opponent loses 1 life and you gain 1 life. [sideboard] 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Restoration Magic (W) Instant Tiered (Choose one additional cost.) * Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn. * Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life. * Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Platinum-Mythic Rank Player - Standard (Traditional Standard Ranked Deck)

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

Restoration Magic W Instant Tiered (Choose one additional cost.) * Cure -- {0} -- Target permanent gains hexproof and indestructible until end of turn. * Cura -- {1} -- Target permanent gains hexproof and indestructible until end of turn. You gain 3 life. * Curaga -- {3}{W} -- Permanents you control gain hexproof and indestructible until end of turn. You gain 6 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Strategic Betrayal 1B Sorcery Target opponent exiles a creature they control and their graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	