

Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Cease 16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. ----- RIGHT HALF ----- Desist 46/46/6/4 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. ----- RIGHT HALF ----- Desist 46/46/6/4 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. ----- RIGHT HALF ----- Desist 46/46/6/4 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cease 16/6 Instant Exile up to two target cards from a single graveyard. Target player gains 2 life and draws a card. ----- RIGHT HALF ----- Desist 46/46/6/4 Sorcery Destroy all artifacts and enchantments. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Demolition Field Land {T}: Add {C}. {2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. That land's controller may search their library for a basic land card, put it onto the battlefield, then shuffle. You may search your library for a basic land card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Ketramose, the New Dawn ①①① Legendary Creature -- God Menace, lifelink, indestructible Ketramose can't attack or block unless there are seven or more cards in exile. Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ketramose, the New Dawn ①①① Legendary Creature -- God Menace, lifelink, indestructible Ketramose can't attack or block unless there are seven or more cards in exile. Whenever one or more cards are put into exile from graveyards and/or the battlefield during your turn, you draw a card and lose 1 life. 4/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Plains Basic Land -- Plains {T}: Add {W}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raven Eagle2B 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raven Eagle2B 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Raven Eagle2B 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Raven Eagle2B 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. 2/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Realm of Koh Land This land enters tapped unless you control a basic land. {T}: Add {B}. {3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Realm of Koh Land This land enters tapped unless you control a basic land. {T}: Add {B}. {3}{B}, {T}: Create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Fortress Land This land enters tapped. {T}: Add {W} or {B}. {2}{W}{B}: This land becomes a 1/4 white and black Nightmare creature until end of turn. It's still a land. Whenever this land attacks, defending player loses 2 life and you gain 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Seam Rip Enchantment When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Soul Search W B Sorcery Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Search W B Sorcery Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Soul Search W B Sorcery Target opponent reveals their hand. You choose a nonland card from it. Exile that card. If the card's mana value is 1 or less, create a 1/1 white and black Spirit creature token with flying. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Starting Town Land -- Town This land enters tapped unless it's your first, second, or third turn of the game. {T}: Add {C}. {T}, Pay 1 life: Add one mana of any color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Strategic Betrayal 1 B Sorcery Target opponent exiles a creature they control and their graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Silence Land This land enters tapped. When this land enters, scry 1. (Look at the top card of your library. You may put that card on the bottom.) {T}: Add {W} or {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The End Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
The End Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Legend of Yangchen Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Starting with you, each player chooses up to one permanent with mana value 3 or greater from among permanents your opponents control. Exile those permanents. II -- You may have target opponent draw three cards. If you do, draw three cards. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Avatar Yangchen Legendary Creature -- Avatar Flying Whenever you cast your second spell each turn, airbend up to one other target nonland permanent. (Exile it. While it's exiled, its owner may cast it for {2} rather than its mana cost.) 4/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Rise of Sozin Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Destroy all creatures. II -- Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Fire Lord Sozin Legendary Creature -- Human Noble Menace, firebending 3 (Whenever this creature attacks, add {R}{R}{R}. This mana lasts until end of combat.) Whenever Fire Lord Sozin deals combat damage to a player, you may pay {X}. When you do, put any number of target creature cards with total mana value X or less from that player's graveyard onto the battlefield under your control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Rise of Sozin Enchantment -- Saga (As this Saga enters and after your draw step, add a lore counter.) I -- Destroy all creatures. II -- Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. Then that player shuffles. III -- Exile this Saga, then return it to the battlefield transformed under your control. ----- -- -- BACK FACE -- -- Fire Lord Sozin Legendary Creature -- Human Noble Menace, firebending 3 (Whenever this creature attacks, add {R}{R}{R}. This mana lasts until end of combat.) Whenever Fire Lord Sozin deals combat damage to a player, you may pay {X}. When you do, put any number of target creature cards with total mana value X or less from that player's graveyard onto the battlefield under your control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Ultima 3WW Sorcery Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ultima 3WW Sorcery Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ultima 3WW Sorcery Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Withar, Cocoon Keeper (card data unavailable) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Deadly Cover-Up 3BB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3BB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Deadly Cover-Up 3BB Sorcery As an additional cost to cast this spell, you may collect evidence 6. Destroy all creatures. If evidence was collected, exile a card from an opponent's graveyard. Then search its owner's graveyard, hand, and library for any number of cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Leyline of the Void 2BB Enchantment If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Nowhere to Run ①①B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Nowhere to Run ①①B Enchantment Flash When this enchantment enters, target creature an opponent controls gets -3/-3 until end of turn. Creatures your opponents control can be the targets of spells and abilities as though they didn't have hexproof. Ward abilities of those creatures don't trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pinnacle Starcage ①①W①W Artifact When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pinnacle Starcage ①①W①W Artifact When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pinnacle Starcage ①①W①W Artifact When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield. {6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectacular Pileup ③①W①W Sorcery All creatures and Vehicles lose indestructible until end of turn, then destroy all creatures and Vehicles. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectacular Pileup ③①W①W Sorcery All creatures and Vehicles lose indestructible until end of turn, then destroy all creatures and Vehicles. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spectacular Pileup ③①W①W Sorcery All creatures and Vehicles lose indestructible until end of turn, then destroy all creatures and Vehicles. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The End 2 B B Instant This spell costs {2} less to cast if your life total is 5 or less. Exile target creature or planeswalker. Search its controller's graveyard, hand, and library for any number of cards with the same name as that permanent and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Torpor Orb 2 Artifact Creatures entering don't cause abilities to trigger. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ultima 3 W W Sorcery Destroy all artifacts and creatures. End the turn. (Exile all spells and abilities from the stack, including this card. The player whose turn it is discards down to their maximum hand size. Damage wears off, and "this turn" and "until end of turn" effects end.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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