

Aether Channeler (2)(U) Creature -- Human Wizard When this creature enters, choose one -- * Create a 1/1 white Bird creature token with flying. * Return another target nonland permanent to its owner's hand. * Draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Aether Channeler (2)(U) Creature -- Human Wizard When this creature enters, choose one -- * Create a 1/1 white Bird creature token with flying. * Return another target nonland permanent to its owner's hand. * Draw a card. 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day of Judgment (2)(W)(W) Sorcery Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Day of Judgment (2)(W)(W) Sorcery Destroy all creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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① W W

Lifelink
Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn.
When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.)

2/1

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① W W

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2/1

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3 W W

Choose a number between 0 and 10.
Destroy all creatures with power
greater than or equal to the chosen
number.

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Choose a number between 0 and 10.
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4 U U

At the beginning of your upkeep, create a token that's a copy of another target nonland permanent you control.

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3 W W

Flying
When this creature enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control.
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying.

2/5

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Ghostly Dancers 3 W W Creature -- Spirit Flying When this creature enters, return an enchantment card from your graveyard to your hand or unlock a locked door of a Room you control. Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, create a 3/1 white Spirit creature token with flying. 2/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Hope Estheim W U Legendary Creature -- Human Wizard Lifelink At the beginning of your end step, each opponent mills X cards, where X is the amount of life you gained this turn. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Perilous Snare 2 W Artifact Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.) When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield. Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery. 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	Plains Basic Land -- Plains {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Plains Basic Land -- Plains ($\{T\}$: Add $\{W\}$.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Anchorage Land This land enters tapped. $\{T\}$: Add $\{W\}$ or $\{U\}$. $\{1\}\{W\}\{U\}$: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Anchorage Land This land enters tapped. $\{T\}$: Add $\{W\}$ or $\{U\}$. $\{1\}\{W\}\{U\}$: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Restless Anchorage Land This land enters tapped. $\{T\}$: Add $\{W\}$ or $\{U\}$. $\{1\}\{W\}\{U\}$: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land. Whenever this land attacks, create a Map token. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Silent Hallcreeper 1 U Enchantment Creature -- Horror This creature can't be blocked. Whenever this creature deals combat damage to a player, choose one that hasn't been chosen -- * Put two +1/+1 counters on this creature. * Draw a card. * This creature becomes a copy of another target creature you control. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simulacrum Synthesizer 2 U Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smile at Death 3 W W Enchantment At the beginning of your upkeep, return up to two target creature cards with power 2 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Smile at Death 3 W W Enchantment At the beginning of your upkeep, return up to two target creature cards with power 2 or less from your graveyard to the battlefield. Put a +1/+1 counter on each of those creatures. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Solemn Simulacrum 4 Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solemn Simulacrum 4 Artifact Creature -- Golem When this creature enters, you may search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. When this creature dies, you may draw a card. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Enlightenment 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 {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Temple of Enlightenment 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 {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple of Enlightenment 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 {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Temple of Enlightenment 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 {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Water Crystal2UU Legendary Artifact Blue spells you cast cost {1} less to cast. If an opponent would mill one or more cards, they mill that many cards plus four instead. {4}{U}{U}, {T}: Each opponent mills cards equal to the number of cards in your hand. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	The Wind Crystal2W Legendary Artifact White spells you cast cost {1} less to cast. If you would gain life, you gain twice that much life instead. {4}{W}{W}, {T}: Creatures you control gain flying and lifelink until end of turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Authority of the ConsulsW Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Authority of the ConsulsW Enchantment Creatures your opponents control enter tapped. Whenever a creature an opponent controls enters, you gain 1 life. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ghost Vacuum1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inspiring Overseer 2W Creature -- Angel Cleric Flying When this creature enters, you gain 1 life and draw a card. [sideboard] 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kutzil's Flanker 2W Creature -- Cat Warrior Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Kutzil's Flanker 2W Creature -- Cat Warrior Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Kutzil's Flanker 2W Creature -- Cat Warrior Flash When this creature enters, choose one -- * Put a +1/+1 counter on this creature for each creature that left the battlefield under your control this turn. * You gain 2 life and scry 2. * Exile target player's graveyard. [sideboard] 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Realmbreaker, the Invasion Tree 3 Legendary Artifact {2}, {T}: Target opponent mills three cards. Put a land card from their graveyard onto the battlefield tapped under your control. It gains "If this land would leave the battlefield, exile it instead of putting it anywhere else." {10}, {T}, Sacrifice Realmbreaker: Search your library for any number of Praetor cards, put them onto the battlefield, then shuffle. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repair and Recharge 3WW Sorcery Return target artifact, enchantment, or planeswalker card from your graveyard to the battlefield. Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Repair and Recharge 3WW Sorcery Return target artifact, enchantment, or planeswalker card from your graveyard to the battlefield. Create a tapped Powerstone token. (It's an artifact with "{T}: Add {C}. This mana can't be spent to cast a nonartifact spell.") [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Simulacrum Synthesizer 2 U Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simulacrum Synthesizer 2 U Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Simulacrum Synthesizer 2 U Artifact When this artifact enters, scry 2. Whenever another artifact you control with mana value 3 or greater enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	