

Dennick, Pious Apprentice

WU

Legendary Creature -- Human Soldier

Lifelink
Cards in graveyards can't be the targets of spells or abilities.
Disturb {2}{W}{U} (You may cast this card from your graveyard transformed for its disturb cost.)

2/3

--- BACK FACE ---

Dennick, Pious Apparition

Legendary Creature -- Spirit Soldier

Flying
Whenever one or more creature cards are put into graveyards from anywhere, investigate. This ability triggers only once each turn. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")
If Dennick would be put into a graveyard from anywhere, exile it instead.

3/2

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Ephemerate

W

Instant

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.)

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Ephemerate

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Instant

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.)

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Flickerwisp

1WW

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Flickerwisp

1WW

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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.

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Force of Negation1UU Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glasspool Mimic2U Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 BACK FACE Glasspool Shore Land This land enters tapped. {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Glasspool Mimic2U Creature -- Shapeshifter Rogue You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types. 0/0 BACK FACE Glasspool Shore Land This land enters tapped. {T}: Add {U}. 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

Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hallowed Fountain Land -- Plains Island ({T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island ({T}: Add {U}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	March of Otherworldly Light (X)(W) Instant As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way. Exile target artifact, creature, or enchantment with mana value X or less. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Phelia, Exuberant Shepherd 1 W Legendary Creature -- Dog 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 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Plains Basic Land -- Plains ([T]): Add [W].) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land [T], Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Polluted Delta Land [T], Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Polluted Delta Land [T], Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Ending X W Sorcery Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prismatic Ending X W Sorcery Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Frog U B Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Psychic Frog (U)(B) Creature -- Frog Whenever this creature deals combat damage to a player or planeswalker, draw a card. Discard a card: Put a +1/+1 counter on this creature. Exile three cards from your graveyard: This creature gains flying until end of turn. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Quantum Riddler (3)(U)(U) Creature -- Sphinx Flying When this creature enters, draw a card. As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead. Warp {1}{U} 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) 4/6 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Subtlety (2)(U)(U) Creature -- Elemental Incarnation Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subtlety (2)(U)(U) Creature -- Elemental Incarnation Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Subtlety (2)(U)(U) Creature -- Elemental Incarnation Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Teferi, Time Raveler (1)(W)(U) Legendary Planeswalker -- Teferi Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. L 4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Undercity Sewers Land -- Island Swamp ({T}: Add {U} 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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Watery Grave Land -- Island Swamp ({T}: Add {U} 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	Witch Enchanter Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 BACK FACE Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Witch Enchanter Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 BACK FACE Witch-Blessed Meadow Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Faerie Macabre 1B B Creature -- Faerie Rogue Flying Discard this card: Exile up to two target cards from graveyards. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1U U Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Force of Negation 1U U Instant If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pest Control W B Sorcery Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Pest Control W B Sorcery Destroy all nonland permanents with mana value 1 or less. Cycling {2} ({2}, Discard this card: Draw a card.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec W W Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sanctifier en-Vec W W Creature -- Human Cleric Protection from black and from red When this creature enters, exile all cards that are black or red from all graveyards. If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	White Orchid Phantom W W Creature -- Spirit Knight Flying, first strike 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

White Orchid Phantom W W Creature -- Spirit Knight Flying, first strike 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	White Orchid Phantom W W Creature -- Spirit Knight Flying, first strike 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. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Wrath of the Skies X W W Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	