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| <div><div>Ephemerate</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ephemerate</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ephemerate</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ephemerate</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Fatal Push</div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Flickerwisp</div><div>Creature -- Elemental</div><div>Flying<br/>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.</div><div>3/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             |

① W W

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 -- Plains Swamp

((T): Add {W} or {B}.)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Land -- Plains Swamp

( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Land -- Plains

(**{T}**: Add **{W}**.)  
This land enters tapped unless you control three or more other Plains. When this land enters untapped, put a +1/+1 counter on target creature you control.

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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

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4/4

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| <div>Orcish Bowmasters (1B)</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                    | <div>Orcish Bowmasters (1B)</div> <div>Creature -- Orc Archer</div> <div>Flash<br/>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.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                    | <div>Overlord of the Balemurk (3BB)</div> <div>Enchantment Creature -- Avatar Horror</div> <div>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.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Balemurk (3BB)</div> <div>Enchantment Creature -- Avatar Horror</div> <div>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.</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
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| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                          | <div><div>Relic of Progenitus</div><div>1</div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                     | <div><div>Relic of Progenitus</div><div>1</div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Relic of Progenitus</div><div>1</div><div>Artifact</div><div>{T}: Target player exiles a card from their graveyard.<br/>{1}, Exile this artifact: Exile all graveyards. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Sevinne's Reclamation</div> <div> <div>2</div> <div>W</div> </div> </div> <div>Sorcery</div> <div> Return target permanent card with mana value 3 or less from your graveyard to the battlefield. If this spell was cast from a graveyard, you may copy this spell and may choose a new target for the copy.<br/> Flashback {4}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shadowy Backstreet</div> </div> <div>Land -- Plains Swamp</div> <div> ({T}: Add {W} or {B}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1.<br/> (Look at the top card of your library. You may put it into your graveyard.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                           | <div> <div>Shadowy Backstreet</div> </div> <div>Land -- Plains Swamp</div> <div> ({T}: Add {W} or {B}.)<br/> This land enters tapped.<br/> When this land enters, surveil 1.<br/> (Look at the top card of your library. You may put it into your graveyard.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                           | <div> <div>Solitude</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Solitude</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                           | <div> <div>Solitude</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Solitude</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Swamp</div> </div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                      |

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| <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Thoughtseize</div><div>B</div></div> <div>Sorcery</div> <div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <div><div>Witch Enchanter</div><div>3W</div></div> <div>Creature -- Human Warlock</div> <div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                   | <div><div>Witch Enchanter</div><div>3W</div></div> <div>Creature -- Human Warlock</div> <div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                   |
| <div><div>Witch Enchanter</div><div>3W</div></div> <div>Creature -- Human Warlock</div> <div>When this creature enters, destroy target artifact or enchantment an opponent controls.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>         | <div><div>Aven Interrupter</div><div>1WW</div></div> <div>Creature -- Bird Rogue</div> <div>Flash Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Aven Interrupter</div><div>1WW</div></div> <div>Creature -- Bird Rogue</div> <div>Flash Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Aven Interrupter</div><div>1WW</div></div> <div>Creature -- Bird Rogue</div> <div>Flash Flying<br/>When this creature enters, exile target spell. It becomes plotted. (Its owner may cast it as a sorcery on a later turn without paying its mana cost.)<br/>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Target creature gets -5/-5 until end of turn. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                     | <div> <b>Elesh Norn, Mother of Machines</b> <div> <div>4</div> <div>W</div> </div> </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Vigilance<br/> If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/> Permanents entering don't cause abilities of permanents your opponents control to trigger. </div> <div> <div>[sideboard]</div> </div> <div> <div>4/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Elesh Norn, Mother of Machines</b> <div> <div>4</div> <div>W</div> </div> </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Vigilance<br/> If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/> Permanents entering don't cause abilities of permanents your opponents control to trigger. </div> <div> <div>[sideboard]</div> </div> <div> <div>4/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Ray of Enfeeblement</b> <div> <div>B</div> </div> </div> <div> Instant </div> <div> Target creature gets -4/-1 until end of turn. If that creature is white, it gets -4/-4 until end of turn instead. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                         |
| <div> <b>Surgical Extraction</b> <div> <div>BP</div> </div> </div> <div> Instant </div> <div> ({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. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Vindicate</b> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> Sorcery </div> <div> Destroy target permanent. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                              | <div> <b>Vindicate</b> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> Sorcery </div> <div> Destroy target permanent. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                              | <div> <b>White Orchid Phantom</b> <div> <div>W</div> <div>W</div> </div> </div> <div> Creature -- Spirit Knight </div> <div> Flying, first strike<br/> 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. </div> <div> <div>[sideboard]</div> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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