## Candy Trail {1}

Artifact -- Food Clue

When this artifact enters, scry 2.
{2}, {T}, Sacrifice this artifact: You gain 3 life and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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## Castle Ardenvale

Land

This land enters tapped unless you control a Plains.
{T}: Add {W}.
{2}{W}{W}, {T}: Create a 1/1 white Human creature token.

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**Playtest cards - MHayashi - Boros Control (Modern League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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## 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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## 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.

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## Field of Ruin

Land

{T}: Add {C}.
{2}, {T}, Sacrifice this land: Destroy target nonbasic land an opponent controls. Each player searches their library for a basic land card, puts it onto the battlefield, then shuffles.

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## Fountainport

Land

{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.

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## Get Lost {1}{W}

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

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## 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.

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## Mazemind Tome (2)

Artifact -- Book

{T}, Put a page counter on this artifact: Scry 1. (Look at the top card of your library. You may put that card on the bottom.)
{2}, {T}, Put a page counter on this artifact: Draw a card.
When there are four or more page counters on this artifact, exile it. If you do, you gain 4 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Path to Exile (W)

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

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**Plains**

Basic Land -- Plains

({T}: Add {W}.)

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**Solitude** 3WW

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**

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**Wrath of God** 2WW

Sorcery

Destroy all creatures. They can't be regenerated.

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## 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.

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## Emergency Eject {2}{W}

Instant

Destroy target nonland permanent. Its controller creates a Lander token. (It's an artifact with "{2}, {T}, Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.")

[sideboard]

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## High Noon {1}{W}

Enchantment

Each player can't cast more than one spell each turn.
{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.

[sideboard]

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[sideboard]

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## Kaheera, the Orphanguard {1}{G/W}{G/W}

Legendary Creature -- Cat Beast

Companion -- Each creature card in your starting deck is a Cat, Elemental, Nightmare, Dinosaur, or Beast card. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)
Vigilance
Each other creature you control that's a Cat, Elemental, Nightmare, Dinosaur, or Beast gets +1/+1 and has vigilance.

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lantern of the Lost {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{1}, {T}, Exile this artifact: Exile all cards from all graveyards, then draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Lantern of the Lost {1}

Artifact

When this artifact enters, exile target card from a graveyard.
{1}, {T}, Exile this artifact: Exile all cards from all graveyards, then draw a card.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Relic of Progenitus {1}

Artifact

{T}: Target player exiles a card from their graveyard.
{1}, Exile this artifact: Exile all graveyards. Draw a card.

[sideboard]

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## Relic of Progenitus 1

Artifact

{T}: Target player exiles a card from their graveyard.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scavenger Grounds

Land -- Desert

{T}: Add {C}.
{2}, {T}, Sacrifice a Desert: Exile all graveyards.

[sideboard]

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