

Bleachbone Verge Land {T}: Add {B}. {T}: Add {W}. Activate only if you control a Plains or a Swamp. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev	Boggart Trawler 2B Creature -- Goblin When this creature enters, exile target player's graveyard. 3/1 BACK FACE Boggart Bog Land As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emperor of Bones 1B Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Emperor of Bones 1B Creature -- Skeleton Noble At the beginning of combat on your turn, exile up to one target card from a graveyard. {1}{B}: Adapt 2. Whenever one or more +1/+1 counters are put on this creature, put a creature card exiled with this creature onto the battlefield under your control with a finality counter on it. It gains haste. Sacrifice it at the beginning of the next end step. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Fatal Push B Instant Destroy target creature if it has mana value 2 or less. Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Destroy target creature if it has mana value 2 or less.
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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B

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Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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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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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

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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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.

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Island

Basic Land -- Island

$$(\{T\}: \text{Add } \{U\}.)$$

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Ketramose, the New Dawn (1)(W)(B)

Legendary Creature -- God

Menace, lifelink, indestructible
Ketravose 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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Marsh Flats

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Meticulous Archive

Land -- Plains Island

({{T}}: Add {W} or {U}.)
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.)

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Overlord of the Balemurk (3)(B)(B)

Enchantment Creature -- Avatar Horror

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.)

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.

5/5

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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

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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	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	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
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	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

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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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Swamp Basic Land -- Swamp {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Thoughtseize B Sorcery Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch Enchanter Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Witch Enchanter Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Witch Enchanter Creature -- Human Warlock When this creature enters, destroy target artifact or enchantment an opponent controls. 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Teferi, Time Raveler 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 PLAYbotbox.dev		