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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>Flagstones of Trokair</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Flagstones of Trokair</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Flagstones of Trokair</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |

## 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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## Guide of Souls

④

Creature -- Human Cleric

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Guide of Souls

W

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Guide of Souls

Ⓢ

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1/2

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev

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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 PLAY botbox.dev

**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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**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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## Mockingbird

Creature -- Bird Bard

Flying  
You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.

1/1

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| <p><b>Ocelot Pride</b> <span>W</span></p> <p>Creature -- Cat</p> <p>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ocelot Pride</b> <span>W</span></p> <p>Creature -- Cat</p> <p>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ocelot Pride</b> <span>W</span></p> <p>Creature -- Cat</p> <p>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ocelot Pride</b> <span>W</span></p> <p>Creature -- Cat</p> <p>First strike, lifelink<br/>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br/>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Phelia, Exuberant Shepherd</b> <span>1W</span></p> <p>Legendary Creature -- Dog</p> <p>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>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.</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                    | <p><b>Phelia, Exuberant Shepherd</b> <span>1W</span></p> <p>Legendary Creature -- Dog</p> <p>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>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.</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                    | <p><b>Phelia, Exuberant Shepherd</b> <span>1W</span></p> <p>Legendary Creature -- Dog</p> <p>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>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.</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                    | <p><b>Phelia, Exuberant Shepherd</b> <span>1W</span></p> <p>Legendary Creature -- Dog</p> <p>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>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.</p> <p><b>2/2</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                    |

## Plains

## Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plains

Basic Land -- Plains

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

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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

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Warp {1}{U}

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skyclave Apparition (1)(W)(W)

① W W

Creature -- Kor Spirit

When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.

When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skyclave Apparition (1)(W)(W)

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| <b>Skyclave Apparition</b> (1)(W)(W)<br>Creature -- Kor Spirit<br>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                  | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                  | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                  |
| <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>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.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                               | <b>Starfield Shepherd</b> (3)(W)(W)<br>Creature -- Angel<br>Flying<br>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br>Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Starfield Shepherd</b> (3)(W)(W)<br>Creature -- Angel<br>Flying<br>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br>Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Starfield Shepherd</b> (3)(W)(W)<br>Creature -- Angel<br>Flying<br>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br>Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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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> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                     | <div> <div>Windswept Heath</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                        | <div> <div>Windswept Heath</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                        | <div> <div>Windswept Heath</div> <div></div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                        |

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| <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>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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>--- BACK FACE ---</div><div><div>Witch-Blessed Meadow</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Consign to Memory</div><div>U</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Consign to Memory</div><div>U</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Consign to Memory</div><div>U</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div><div>Consign to Memory</div><div>U</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           |

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| <div> <div>High Noon</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Each player can't cast more than one spell each turn.</p> <p>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>High Noon</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div> <p>Each player can't cast more than one spell each turn.</p> <p>{4}{R}, Sacrifice this enchantment: It deals 5 damage to any target.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                              | <div> <div>March of Otherworldly Light</div> <div> <div>X</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.</p> <p>Exile target artifact, creature, or enchantment with mana value X or less.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>March of Otherworldly Light</div> <div> <div>X</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>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.</p> <p>Exile target artifact, creature, or enchantment with mana value X or less.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell.</p> <p>Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>      | <div> <div>Practiced Offense</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Sorcery</div> <div> <p>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.</p> <p>Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Spell Pierce</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                 | <div> <div>Spell Pierce</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div> <p>Counter target noncreature spell unless its controller pays {2}.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                 |

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| <div> <div> <b>Spell Pierce</b> <div>U</div> </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Thraben Charm</b> <div>1W</div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</li> <li>* Destroy target enchantment.</li> <li>* Exile any number of target players' graveyards.</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Thraben Charm</b> <div>1W</div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.</li> <li>* Destroy target enchantment.</li> <li>* Exile any number of target players' graveyards.</li> </ul> </div> <div> [sideboard] </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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