Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bleachbone Verge

Land

{T}: Add {B}.
{T}: Add {W}. Activate only if you control a Plains or a Swamp.

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Playtest cards - BilM5 - Standard (Magic Spotlight: Teenage Mutant Ninja Turtles - SCG CON sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Concealed Courtyard

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {W} or {B}.

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This land enters tapped unless you control two or fewer other lands.
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Death in the Family {1}{B}

Instant

Exile target creature with mana value 3 or less.

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Death in the Family {1}{B}

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Exile target creature with mana value 3 or less.

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Dimensional Exile {1}{W}

Enchantment -- Aura

Enchant basic land you control
When this Aura enters, exile target creature an opponent controls until this Aura leaves the battlefield.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exorcise {1}{W}

Sorcery

Exile target artifact, enchantment, or creature with power 4 or greater.

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Exile target artifact, enchantment, or creature with power 4 or greater.

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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 PLAY botbox.dev

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({T}: Add {W} or {B}.)
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ketramose, the New Dawn {1}{W}{B}

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Knight Luminary {3}{W}

Creature -- Human Knight

When this creature enters, create a 1/1 white Human Soldier creature token.
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.)

3/2

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pinnacle Starcage {1}{W}{W}

Artifact

When this artifact enters, exile all artifacts and creatures with mana value 2 or less until this artifact leaves the battlefield.
{6}{W}{W}: Put each card exiled with this artifact into its owner's graveyard, then create a 2/2 colorless Robot artifact creature token for each card put into a graveyard this way. Sacrifice this artifact.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

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Rest in Peace {1}{W}

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

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Sheltered by Ghosts {1}{W}

Enchantment -- Aura

Enchant creature you control
When this Aura enters, exile target nonland permanent an opponent controls until this Aura leaves the battlefield.
Enchanted creature gets +1/+0 and has lifelink and ward {2}.

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Swamp

Basic Land -- Swamp

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Syr Vondam, Sunstar Exemplar (W)(B)

Legendary Creature -- Human Knight

Vigilance, menace
Whenever another creature you control dies or is put into exile, put a +1/+1 counter on Syr Vondam and you gain 1 life.
When Syr Vondam dies or is put into exile while its power is 4 or greater, destroy up to one target nonland permanent.

2/2

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Timeline Culler (B)(B)

Creature -- Drix Warlock

Haste
You may cast this card from your graveyard using its warp ability.
Warp--{B}, Pay 2 life. (You may cast this card from your hand or graveyard for its warp cost. If you do, exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)

2/2

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2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Turncoat Kunoichi {2}{W}

Creature -- Mutant Ninja Fox

Sneak {2}{W}{B} (You may cast this spell for {2}{W}{B} if you also return an unblocked attacker you control to hand during the declare blockers step. It enters tapped and attacking.)
When this creature enters, choose target creature an opponent controls. Exile that creature until this creature leaves the battlefield. If this creature's sneak cost was paid, instead exile the chosen creature.

3/2

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3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Blasphemous Edict {3}{B}{B}

Sorcery

You may pay {B} rather than pay this spell's mana cost if there are thirteen or more creatures on the battlefield.
Each player sacrifices thirteen creatures of their choice.

[sideboard]

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Death in the Family {1}{B}

Instant

Exile target creature with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ghost Vacuum {1}

Artifact

{T}: Exile target card from a graveyard.
{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.

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Rest in Peace {1}{W}

Enchantment

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

[sideboard]

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[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tokka & Rahzar, Terrible Twos {B/R}{B/R}

Legendary Creature -- Turtle Wolf Mutant

This spell can't be countered.
Menace
Whenever a player casts a spell, if the amount of mana spent to cast it was less than its mana value, Tokka & Rahzar deal 3 damage to that player.

[sideboard]

3/2

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