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| <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div><div>Aether Vial</div><div>Artifact</div><div>At the beginning of your upkeep, you may put a charge counter on this artifact.<br/>{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |
| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div><div>Aven Interrupter</div><div>Creature -- Bird Rogue</div><div>Flash<br/>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Aven Interrupter</div><div>Creature -- Bird Rogue</div><div>Flash<br/>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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Boggart Trawler</b> <span>2B</span> </div> <div> Creature -- Goblin </div> <div> When this creature enters, exile target player's graveyard. </div> <div> <div>3/1</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <b>Boggart Bog</b> </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                         | <div> <b>Concealed Courtyard</b> </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                                     | <div> <b>Concealed Courtyard</b> </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands. {T}: Add {W} or {B}. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                                                                     | <div> <b>Eiganjo, Seat of the Empire</b> </div> <div> Legendary Land </div> <div> {T}: Add {W}. Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                       |
| <div> <b>Emperor of Bones</b> <span>1B</span> </div> <div> Creature -- Skeleton Noble </div> <div> 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. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Emperor of Bones</b> <span>1B</span> </div> <div> Creature -- Skeleton Noble </div> <div> 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. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Emperor of Bones</b> <span>1B</span> </div> <div> Creature -- Skeleton Noble </div> <div> 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. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Ephemerate</b> <span>W</span> </div> <div> Instant </div> <div> 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.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

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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>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>                                                                             | <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> |

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| <b>Flickerwisp</b> <div> <div>1</div> <div>W</div> <div>W</div> </div> <hr/> Creature -- Elemental <hr/> 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>3/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Flooded Strand</b> <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Godless Shrine</b> <hr/> Land -- Plains Swamp <hr/> ({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            | <b>Godless Shrine</b> <hr/> Land -- Plains Swamp <hr/> ({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>            |
| <b>Marsh Flats</b> <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                              | <b>Marsh Flats</b> <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>     | <b>Marsh Flats</b> <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Marsh Flats</b> <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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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>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> | <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> | <div>Phelia, Exuberant Shepherd (1W)</div> <div>Legendary Creature -- Dog</div> <div>Flash<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                   | <div>Phelia, Exuberant Shepherd (1W)</div> <div>Legendary Creature -- Dog</div> <div>Flash<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                   | <div>Phelia, Exuberant Shepherd (1W)</div> <div>Legendary Creature -- Dog</div> <div>Flash<br/>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.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                   |

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| <div><div><div>Phelia, Exuberant Shepherd</div><div>1W</div></div><div><div>Legendary Creature -- Dog</div><div>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.</div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Plains</div><div></div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                | <div><div><div>Plains</div><div></div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                | <div><div><div>Plains</div><div></div></div><div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                   |
| <div><div><div>Recruiter of the Guard</div><div>2W</div></div><div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                              | <div><div><div>Recruiter of the Guard</div><div>2W</div></div><div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Recruiter of the Guard</div><div>2W</div></div><div><div>Creature -- Human Soldier</div><div>When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.</div><div>1/1</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Shadowy Backstreet</div><div></div></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. (Look at the top card of your library. You may put it into your graveyard.)</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## 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.)

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## Skyclave Apparition 1WW

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.

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**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.

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## Solitude (3)(W)(W)

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When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
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**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.

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## Swamp

Basic Land -- Swamp

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

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## White Orchid Phantom (W)(W)

Creature -- Spirit Knight

Flying, first strike  
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.

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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>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>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>        | <div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>        | <div><div>Witch Enchanter</div><div><div>3</div><div>W</div></div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                    |
| <div><div>Drannith Magistrate</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Wizard</div><div>Your opponents can't cast spells from anywhere other than their hands.<br/><br/>[sideboard]</div><div>1/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                    | <div><div>Drannith Magistrate</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Wizard</div><div>Your opponents can't cast spells from anywhere other than their hands.<br/><br/>[sideboard]</div><div>1/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Drannith Magistrate</div><div><div>1</div><div>W</div></div></div> <div><div>Creature -- Human Wizard</div><div>Your opponents can't cast spells from anywhere other than their hands.<br/><br/>[sideboard]</div><div>1/3</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Faerie Macabre</div><div><div>1</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Faerie Rogue</div><div>Flying<br/>Discard this card: Exile up to two target cards from graveyards.<br/><br/>[sideboard]</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> <b>Orzhov Pontiff</b> <div> <div>1</div> <div>W</div> <div>B</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> Haunt (When this creature dies, exile it haunting target creature.)<br/> When this creature enters or the creature it haunts dies, choose one --<br/> * Creatures you control get +1/+1 until end of turn.<br/> * Creatures you don't control get -1/-1 until end of turn. </div> <div>[sideboard]</div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Pest Control</b> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Destroy all nonland permanents with mana value 1 or less.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Pest Control</b> <div> <div>W</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div> Destroy all nonland permanents with mana value 1 or less.<br/> Cycling {2} ({2}, Discard this card: Draw a card.) </div> <div>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Surgical Extraction</b> <div> <div>BP</div> </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>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>   |
| <div> <b>Surgical Extraction</b> <div> <div>BP</div> </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>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                      | <div> <b>Thoughtseize</b> <div> <div>B</div> </div> </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>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>          | <div> <b>Thoughtseize</b> <div> <div>B</div> </div> </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>[sideboard]</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>          | <div> <b>White Orchid Phantom</b> <div> <div>W</div> <div>W</div> </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>[sideboard]</div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

**White Orchid Phantom** 

Creature -- Spirit Knight

Flying, first strike  
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.

[sideboard]

**2/2**

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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.

[sideboard]

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## Wrath of the Skies (X)(W)(W)

Sorcery

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[sideboard]

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