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| <div> <b>Aether Vial</b> <div>1</div> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                    | <div> <b>Aether Vial</b> <div>1</div> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                       | <div> <b>Aether Vial</b> <div>1</div> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                       | <div> <b>Aether Vial</b> <div>1</div> </div> <div>Artifact</div> <div> <p>At the beginning of your upkeep, you may put a charge counter on this artifact.</p> <p>{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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Aven Interrupter</b> <div>1W</div> </div> <div>Creature -- Bird Rogue</div> <div> <p>Flash</p> <p>Flying</p> <p>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.)</p> <p>Spells your opponents cast from graveyards or from exile cost {2} more to cast.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Boggart Trawler</b> <div>2B</div> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> </div> <div> <div>BACK FACE</div> </div> <div> <b>Boggart Bog</b> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Boggart Trawler</b> <div>2B</div> </div> <div>Creature -- Goblin</div> <div> <p>When this creature enters, exile target player's graveyard.</p> </div> <div> <div>3/1</div> </div> <div> <div>BACK FACE</div> </div> <div> <b>Boggart Bog</b> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Concealed Courtyard</b> </div> <div>Land</div> <div> <p>This land enters tapped unless you control two or fewer other lands.</p> <p>{T}: Add {W} or {B}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                              |

## Concealed Courtyard

## Land

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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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## Dissection Tools

⑤

## Artifact -- Equipment

When this Equipment enters, manifest dread, then attach this Equipment to that creature.  
Equipped creature gets +2/+2 and has deathtouch and lifelink.  
Equip--Sacrifice a creature.

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## 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

## 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.)

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## Flickerwisp

①

W

W

Creature -- Elemental

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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| <b>Flickerwisp</b> (1)(W)(W)<br>Creature -- Elemental<br>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.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Flickerwisp</b> (1)(W)(W)<br>Creature -- Elemental<br>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.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                | <b>Flickerwisp</b> (1)(W)(W)<br>Creature -- Elemental<br>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.<br><div>3/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Godless Shrine</b><br>Land -- Plains Swamp<br>({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 PLAY botbox.dev</div>            |
| <b>Godless Shrine</b><br>Land -- Plains Swamp<br>({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 PLAY botbox.dev</div>                                                                                       | <b>Kaldra Compleat</b> (7)<br>Legendary Artifact -- Equipment<br>Living weapon<br>Indestructible<br>Equipped creature gets +5/+5 and has first strike, trample, indestructible, haste, and "Whenever this creature deals combat damage to a creature, exile that creature."<br>Equip {7} <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Marsh Flats</b><br>Land<br>{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 PLAY botbox.dev</div>                                                                            | <b>Marsh Flats</b><br>Land<br>{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 PLAY botbox.dev</div> |

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

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| <div><div><div>Phelia, Exuberant Shepherd</div><div>1W</div></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 PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                      | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                      | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                      |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                          | <div><div>Recruiter of the Guard</div><div>2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Recruiter of the Guard</div><div>2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Recruiter of the Guard</div><div>2W</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Silent Clearing</div><div>Land</div><div>{T}, Pay 1 life: Add {W} or {B}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                   | <div><div>Silent Clearing</div><div>Land</div><div>{T}, Pay 1 life: Add {W} or {B}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                    | <div><div>Solitude<div>3WW</div></div><div>Creature -- Elemental Incarnation</div><div>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.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div>Solitude<div>3WW</div></div><div>Creature -- Elemental Incarnation</div><div>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.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  |
| <div><div>Solitude<div>3WW</div></div><div>Creature -- Elemental Incarnation</div><div>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.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div>1W</div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div>1W</div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stoneforge Mystic<div>1W</div></div><div>Creature -- Kor Artificer</div><div>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Stoneforge Mystic</b> (1)(W)<br>Creature -- Kor Artificer<br>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev   | <b>Thoughtseize</b> (B)<br>Sorcery<br>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                       | <b>Tidehollow Sculler</b> (W)(B)<br>Artifact Creature -- Zombie<br>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     | <b>Tidehollow Sculler</b> (W)(B)<br>Artifact Creature -- Zombie<br>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev     |
| <b>Tidehollow Sculler</b> (W)(B)<br>Artifact Creature -- Zombie<br>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tidehollow Sculler</b> (W)(B)<br>Artifact Creature -- Zombie<br>When this creature enters, target opponent reveals their hand and you choose a nonland card from it. Exile that card.<br>When this creature leaves the battlefield, return the exiled card to its owner's hand.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Toby, Beastie Befriender</b> (2)(W)<br>Legendary Creature -- Human Wizard<br>When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone." As long as you control four or more creature tokens, creature tokens you control have flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Toby, Beastie Befriender</b> (2)(W)<br>Legendary Creature -- Human Wizard<br>When Toby enters, create a 4/4 white Beast creature token with "This token can't attack or block alone." As long as you control four or more creature tokens, creature tokens you control have flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - TAKEMOTO, HIKARU - Modern (???????) Supported by ??????Modern Open Support sheet 8/10 - 8 cards - 2.5 x 3.5 in each  
CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;  
horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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| <div> <div>Sanctifier en-Vec</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Protection from black and from red</div> <div>When this creature enters, exile all cards that are black or red from all graveyards.</div> <div>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                           | <div> <div>Sanctifier en-Vec</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Protection from black and from red</div> <div>When this creature enters, exile all cards that are black or red from all graveyards.</div> <div>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Sanctifier en-Vec</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>Protection from black and from red</div> <div>When this creature enters, exile all cards that are black or red from all graveyards.</div> <div>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Suncleanser</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>When this creature enters, choose one --</div> <div>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</div> <div>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Suncleanser</div> <div> <div></div> <div></div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>When this creature enters, choose one --</div> <div>* Remove all counters from target creature. It can't have counters put on it for as long as this creature remains on the battlefield.</div> <div>* Target opponent loses all counters. That player can't get counters for as long as this creature remains on the battlefield.</div> <div>[sideboard]</div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Thoughtseize</div> <div> <div></div> <div></div> </div> </div> <div> <div>Sorcery</div> <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 PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                   | <div> <div>Thoughtseize</div> <div> <div></div> <div></div> </div> </div> <div> <div>Sorcery</div> <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 PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                   | <div> <div>White Orchid Phantom</div> <div> <div></div> <div></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>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                      |



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.

**2/2**

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W W

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.

**2/2**

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WW

Flying, first strike  
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**2/2**

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