

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	Brightclimb Pathway Card OTHER FACE Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Brightclimb Pathway Card OTHER FACE Brightclimb Pathway Card PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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.

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① ② W

Creature -- Spirit

{W}, Exile three cards from your graveyard: This creature gains first strike until end of turn.
Discard a card: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step.

3/1

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①②

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Fleeting Spirit ①②③ Creature -- Spirit {W}, Exile three cards from your graveyard: This creature gains first strike until end of turn. Discard a card: Exile this creature. Return it to the battlefield under its owner's control at the beginning of the next end step. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Geier Reach Sanitarium Legendary Land {T}: Add {C}. {2}, {T}: Each player draws a card, then discards a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	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	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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③

Whenever you discard a card, choose one that hasn't been chosen this turn --

- * Draw a card.
- * Create a Treasure token.
- * Each opponent loses 3 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⑥

Flying, first strike, vigilance
Whenever Parheliion II attacks,
create two 4/4 white Angel creature
tokens with flying and vigilance
that are attacking.
Crew 4 (Tap any number of creatures
you control with total power 4 or
more: This Vehicle becomes an
artifact creature until end of
turn.)

5/5

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Basic Land -- Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains Basic Land -- Plains {T}: Add {W}. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seasoned Hallowblade 1W Creature -- Human Warrior Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seasoned Hallowblade 1W Creature -- Human Warrior Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Seasoned Hallowblade 1W Creature -- Human Warrior Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Seasoned Hallowblade 1W Creature -- Human Warrior Discard a card: Tap this creature. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.) 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1W 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}. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1W 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}. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Sheltered by Ghosts 1W 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}. 3/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target player reveals their hand.
You choose a nonland card from it.
That player discards that card. You
lose 2 life.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Legendary Land

Each land is a Swamp in addition to its other land types.

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① W

```
Flash
Flying
Artifacts and creatures entering
don't cause abilities to trigger.
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[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

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[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

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[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

```
Flash
Flying
Artifacts and creatures entering
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```

[sidebar]

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

B

Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

If this card is in your opening hand, you may begin the game with it on the battlefield.
If a card would be put into an opponent's graveyard from anywhere, exile it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B B

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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②③

Vigilance
When Loran enters, destroy up to one target artifact or enchantment.
{T}: You and target opponent each draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

②③

Vigilance
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{T}: You and target opponent each draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/1

WB

Exile target monocolored permanent.

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Vanishing Verse

WB

Instant

Exile target monocolored permanent.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Vanishing Verse

WB

Instant

Exile target monocolored permanent.

[sideboard]

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Exile target monocolored permanent.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev