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| <div><div><div>Bleachbone Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div><div>Bleachbone Verge</div><div>Land</div><div>{T}: Add {B}.<br/>{T}: Add {W}. Activate only if you control a Plains or a Swamp.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                               | <div><div><div>Boggart Trawler</div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            | <div><div><div>Boggart Trawler</div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div>Boggart Bog</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {B}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                       |
| <div><div><div>Dauthi Voidwalker</div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dauthi Voidwalker</div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dauthi Voidwalker</div><div>Creature -- Dauthi Rogue</div><div>Shadow (This creature can block or be blocked by only creatures with shadow.)<br/>If a card would be put into an opponent's graveyard from anywhere, instead exile it with a void counter on it.<br/>{T}, Sacrifice this creature: Choose an exiled card an opponent owns with a void counter on it. You may play it this turn without paying its mana cost.</div><div>3/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Emperor of Bones</div><div>Creature -- Skeleton Noble</div><div>At the beginning of combat on your turn, exile up to one target card from a graveyard.<br/>{1}{B}: Adapt 2.<br/>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>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>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.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Emperor of Bones</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Creature -- Skeleton Noble</div> <div> <p>At the beginning of combat on your turn, exile up to one target card from a graveyard.</p> <p>{1}{B}: Adapt 2.</p> <p>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.</p> </div> <div> <div>2/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ephemerate</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile target creature you control, then return it to the battlefield under its owner's control.</p> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Ephemerate</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile target creature you control, then return it to the battlefield under its owner's control.</p> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Ephemerate</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile target creature you control, then return it to the battlefield under its owner's control.</p> <p>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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                         | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                        | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                | <div> <div>Fatal Push</div> <div> <div>B</div> </div> </div> <div> <div>Instant</div> <div> <p>Destroy target creature if it has mana value 2 or less.</p> <p>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                |

**B**

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 W W

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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① W W

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Plains Swamp

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

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| <b>Godless Shrine</b><br><hr/> Land -- Plains Swamp<br><hr/> ({T}: Add {W} or {B}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                    | <b>Ketramose, the New Dawn</b> (1)(W)(B)<br><hr/> Legendary Creature -- God<br><hr/> Menace, lifelink, indestructible<br>Ketramose can't attack or block unless there are seven or more cards in exile.<br>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. <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Ketramose, the New Dawn</b> (1)(W)(B)<br><hr/> Legendary Creature -- God<br><hr/> Menace, lifelink, indestructible<br>Ketramose can't attack or block unless there are seven or more cards in exile.<br>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. <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Ketramose, the New Dawn</b> (1)(W)(B)<br><hr/> Legendary Creature -- God<br><hr/> Menace, lifelink, indestructible<br>Ketramose can't attack or block unless there are seven or more cards in exile.<br>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. <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Ketramose, the New Dawn</b> (1)(W)(B)<br><hr/> Legendary Creature -- God<br><hr/> Menace, lifelink, indestructible<br>Ketramose can't attack or block unless there are seven or more cards in exile.<br>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. <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>March of Otherworldly Light</b> (X)(W)<br><hr/> Instant<br><hr/> 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.<br>Exile target artifact, creature, or enchantment with mana value X or less. <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                               | <b>Marsh Flats</b><br><hr/> Land<br><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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                         | <b>Marsh Flats</b><br><hr/> Land<br><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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                         |

## Land

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Avatar Horror

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.)

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.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantment Creature -- Avatar Horror

Impending 5-<sup>{1}{B}</sup> (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.)

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.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Dog

Flash  
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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Dog

Flash  
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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Phelia, Exuberant Shepherd

(1)(W)

Legendary Creature -- Dog

Flash

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.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Phelia, Exuberant Shepherd

(1)(W)

Legendary Creature -- Dog

Flash

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.

2/2

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Plains

Basic Land -- Plains

{{T}}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

{{T}}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Plains

Basic Land -- Plains

{{T}}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Relic of Progenitus

(1)

Artifact

{T}: Target player exiles a card from their graveyard.

{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Relic of Progenitus

(1)

Artifact

{T}: Target player exiles a card from their graveyard.

{1}, Exile this artifact: Exile all graveyards. Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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| <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div>           ({T}: Add {W} or {B}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)         </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                           | <div>Solitude</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 PLAY botbox.dev</div> | <div>Solitude</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 PLAY botbox.dev</div> | <div>Solitude</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 PLAY botbox.dev</div> |
| <div>Solitude</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 PLAY botbox.dev</div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>           ({T}: Add {B}.)         </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                    | <div>Thoughtseize</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>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                   | <div>Thoughtseize</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>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                   |

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| <div> <b>Thoughtseize</b> <span>(B)</span> </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>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                          | <div> <b>Witch Enchanter</b> <span>(3)(W)</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                | <div> <b>Witch Enchanter</b> <span>(3)(W)</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                          | <div> <b>Witch Enchanter</b> <span>(3)(W)</span> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                 |
| <div> <b>Aven Interrupter</b> <span>(1)(W)(W)</span> </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>[sideboard]</div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Aven Interrupter</b> <span>(1)(W)(W)</span> </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>[sideboard]</div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Elesh Norn, Mother of Machines</b> <span>(4)(W)</span> </div> <div>Legendary Creature -- Phyrexian Praetor</div> <div> Vigilance<br/>If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. </div> <div>[sideboard]</div> <div>4/7</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Emrakul, the Aeons Torn</b> <span>(15)</span> </div> <div>Legendary Creature -- Eldrazi</div> <div> This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6<br/>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. </div> <div>[sideboard]</div> <div>15/15</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - ddy12 - Modern (Modern League)

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.

sheet 8/10 - 8 cards - 2.5 x 3.5 in each

(X) (W)

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.

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W

Kicker {W} (You may pay an additional {W} as you cast this spell.)  
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Kicker {W} (You may pay an additional {W} as you cast this spell.)  
Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W B

Destroy target permanent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

WW

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2/2

WW

Flying, first strike  
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2/2

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| <div><div>White Orchid Phantom (W)(W)</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>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> | <div><div>Wrath of the Skies (X)(W)(W)</div><div>Sorcery</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div></div> |  |
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