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| <div> <b>Aang, at the Crossroads</b> <span>26WU</span> </div> <div>           Legendary Creature -- Human Avatar Ally         </div> <div>           Flying<br/>           When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.         </div> <div> <div>3/3</div> <div>----- BACK FACE -----</div> <div> <b>Aang, Destined Savior</b> </div> <div>           Legendary Creature -- Avatar Ally         </div> <div>           Flying<br/>           Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)         </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <b>Aang, at the Crossroads</b> <span>26WU</span> </div> <div>           Legendary Creature -- Human Avatar Ally         </div> <div>           Flying<br/>           When Aang enters, look at the top five cards of your library. You may put a creature card with mana value 4 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order. When another creature you control leaves the battlefield, transform Aang at the beginning of the next upkeep.         </div> <div> <div>3/3</div> <div>----- BACK FACE -----</div> <div> <b>Aang, Destined Savior</b> </div> <div>           Legendary Creature -- Avatar Ally         </div> <div>           Flying<br/>           Land creatures you control have vigilance. At the beginning of combat on your turn, earthbend 2. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)         </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> </div> | <div> <b>Abhorrent Oculus</b> <span>2U</span> </div> <div>           Creature -- Eye         </div> <div>           As an additional cost to cast this spell, exile six cards from your graveyard.<br/>           Flying<br/>           At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Abhorrent Oculus</b> <span>2U</span> </div> <div>           Creature -- Eye         </div> <div>           As an additional cost to cast this spell, exile six cards from your graveyard.<br/>           Flying<br/>           At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> |
| <div> <b>Abhorrent Oculus</b> <span>2U</span> </div> <div>           Creature -- Eye         </div> <div>           As an additional cost to cast this spell, exile six cards from your graveyard.<br/>           Flying<br/>           At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <b>Abhorrent Oculus</b> <span>2U</span> </div> <div>           Creature -- Eye         </div> <div>           As an additional cost to cast this spell, exile six cards from your graveyard.<br/>           Flying<br/>           At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <b>Birthing Ritual</b> <span>16</span> </div> <div>           Enchantment         </div> <div>           At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                 | <div> <b>Birthing Ritual</b> <span>16</span> </div> <div>           Enchantment         </div> <div>           At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.         </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                 |

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| <b>Birthing Ritual</b> 1 6<br>Enchantment<br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Birthing Ritual</b> 1 6<br>Enchantment<br><p>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Breeding Pool</b><br>Land -- Forest Island<br><p>([T]: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                             | <b>Breeding Pool</b><br>Land -- Forest Island<br><p>([T]: Add {G} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                             |
| <b>Coiling Oracle</b> G U<br>Creature -- Snake Elf Druid<br><p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                              | <b>Coiling Oracle</b> G U<br>Creature -- Snake Elf Druid<br><p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                              | <b>Coiling Oracle</b> G U<br>Creature -- Snake Elf Druid<br><p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <b>Coiling Oracle</b> G U<br>Creature -- Snake Elf Druid<br><p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

W

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

W

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

W

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

W

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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① ②

When Fblthp enters, draw a card. If it entered from your library or was cast from your library, draw two cards instead.

When Fblthp becomes the target of a spell, shuffle Fblthp into its owner's library.

1/1

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① ② ③

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①UU

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.  
Counter target spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Flare of Denial</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost. Counter target spell.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>          | <div> <div>Flooded Strand</div> </div> <div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                   | <div> <div>Flooded Strand</div> </div> <div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                   | <div> <div>Hallowed Fountain</div> </div> <div> <div>Land -- Plains Island</div> <div>{T}: Add {W} or {U}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                          |
| <div> <div>Hedge Maze</div> </div> <div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.) 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.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ice-Fang Coat1</div> <div> <div>G</div> <div>U</div> </div> </div> <div> <div>Snow Creature -- Snake</div> <div>Flash Flying When this creature enters, draw a card. This creature has deathtouch as long as you control at least three other snow permanents.</div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ice-Fang Coat1</div> <div> <div>G</div> <div>U</div> </div> </div> <div> <div>Snow Creature -- Snake</div> <div>Flash Flying When this creature enters, draw a card. This creature has deathtouch as long as you control at least three other snow permanents.</div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lush Portico</div> </div> <div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.) 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.)</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## Meticulous Archive

Land -- Plains Island

(**{T}**: Add **{W}** or **{U}**.)  
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

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

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 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

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Prismatic Ending (X)(W)

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

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Prismatic Ending (X)(W)

Sorcery

```
Converge -- Exile target nonland
permanent if its mana value is less
than or equal to the number of
colors of mana spent to cast this
spell.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ribeiro , Pedro Henrique - Modern (7º Torneio - 14ª Liga Arena Guardians)

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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div>Quantum Riddler<div>3UUU</div></div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Quantum Riddler<div>3UUU</div></div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Quantum Riddler<div>3UUU</div></div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Quantum Riddler<div>3UUU</div></div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          |

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flash  
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Evoke--Exile a white card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flash  
Flying  
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.  
Evoke--Exile a blue card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flash  
Flying  
When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.  
Evoke--Exile a blue card from your hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

( $\{T\}$ : Add  $\{G\}$  or  $\{W\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                   | <div>Witch Enchanter</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>--- BACK FACE ---</div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Witch Enchanter</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>--- BACK FACE ---</div> <div>Witch-Blessed Meadow</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Clarion Conqueror</div> <div>Creature -- Dragon</div> <div>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Clarion Conqueror</div> <div>Creature -- Dragon</div> <div>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                   | <div>Consign to Memory</div> <div>Instant</div> <div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                   |

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| <div> <b>Elesh Norn, Mother of Machines</b> <span>4W</span> </div> <div>           Legendary Creature -- Phyrexian Praetor         </div> <div> <p>Vigilance</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>4/7</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Endurance</b> <span>1GG</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>Flash</p> <p>Reach</p> <p>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Endurance</b> <span>1GG</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>Flash</p> <p>Reach</p> <p>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</p> <p>[sideboard]</p> </div> <div> <div>3/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Force of Negation</b> <span>1UU</span> </div> <div>           Instant         </div> <div> <p>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                  |
| <div> <b>Force of Negation</b> <span>1UU</span> </div> <div>           Instant         </div> <div> <p>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                      | <div> <b>Force of Vigor</b> <span>2GG</span> </div> <div>           Instant         </div> <div> <p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                         | <div> <b>Force of Vigor</b> <span>2GG</span> </div> <div>           Instant         </div> <div> <p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p> <p>[sideboard]</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                         | <div> <b>Teferi, Time Raveler</b> <span>1WU</span> </div> <div>           Legendary Planeswalker -- Teferi         </div> <div> <p>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>L 4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div><div>Wrath of the Skies</div><div><div>X</div><div>W</div><div>W</div></div><div>Sorcery</div><div><p>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.</p><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies</div><div><div>X</div><div>W</div><div>W</div></div><div>Sorcery</div><div><p>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.</p><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wrath of the Skies</div><div><div>X</div><div>W</div><div>W</div></div><div>Sorcery</div><div><p>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.</p><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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