

## Breeding Pool

Land -- Forest Island

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

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## Colossal Skyturtle 4GGU

Enchantment Creature -- Turtle

Flying, ward {2}  
Channel -- {2}{6}, Discard this  
card: Return target card from your  
graveyard to your hand.  
Channel -- {1}{U}, Discard this  
card: Return target creature to its  
owner's hand.

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## Commercial District

Land -- Mountain Forest

({T}: Add {R} or {G}.)  
 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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**Endurance** 1GG

Creature -- Elemental Incarnation

Flash  
Reach  
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.

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**Endurance** ①GG

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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.  
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**Endurance** ① Ⓜ Ⓜ

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**Endurance** (1)(G)(G)

Creature -- Elemental Incarnation

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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.

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**Force of Negation**      ① ② ③

Instant

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.

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① U U

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## Forest

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

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5 G

Reach  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

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5 G

Reach  
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")  
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5/7

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5 G

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5/7

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5 G

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When this creature enters, create a Food token. (It's an artifact with "{2}, {1}", Sacrifice this token: You gain 3 life.")  
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| <div><div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div><div>({T}: Add {W} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                        | <div><div><div>Hedge Maze</div><div>Land -- Forest Island</div><div><div>({T}: Add {G} or {U}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>       | <div><div><div>Island</div><div>Basic Land -- Island</div><div><div>({T}: Add {U}.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             | <div><div><div>Living End</div><div>Sorcery</div><div><div>Suspend 3--{2}{B}{B}</div><div>Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Living End</div><div>Sorcery</div><div><div>Suspend 3--{2}{B}{B}</div><div>Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Living End</div><div>Sorcery</div><div><div>Suspend 3--{2}{B}{B}</div><div>Each player exiles all creature cards from their graveyard, then sacrifices all creatures they control, then puts all cards they exiled this way onto the battlefield.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Misty Rainforest</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Misty Rainforest</div><div>Land</div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                  |

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| <div> <div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                         | <div> <div>Misty Rainforest</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                         | <div> <div>Oliphaunt</div> <div>Creature -- Elephant</div> <div> <div>Trample</div> <div>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.</div> <div>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>6/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Oliphaunt</div> <div>Creature -- Elephant</div> <div> <div>Trample</div> <div>Whenever this creature attacks, another target creature you control gets +2/+0 and gains trample until end of turn.</div> <div>Mountaincycling {1} ({1}, Discard this card: Search your library for a Mountain card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>6/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div>Repudiate</div> <div>Instant</div> <div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div> <div> <div>6/1</div> <div>6/1</div> </div> <div> <div>----- RIGHT HALF -----</div> <div> <div>Replicate</div> <div>Sorcery</div> <div>Create a token that's a copy of target creature you control.</div> <div> <div>1</div> <div>6</div> <div>U</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div>Repudiate</div> <div>Instant</div> <div>Counter target activated or triggered ability. (Mana abilities can't be targeted.)</div> <div> <div>6/1</div> <div>6/1</div> </div> <div> <div>----- RIGHT HALF -----</div> <div> <div>Replicate</div> <div>Sorcery</div> <div>Create a token that's a copy of target creature you control.</div> <div> <div>1</div> <div>6</div> <div>U</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div>Shardless Agent</div> <div>Artifact Creature -- Human Rogue</div> <div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> </div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                       | <div> <div>Shardless Agent</div> <div>Artifact Creature -- Human Rogue</div> <div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> </div> <div> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                       |

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| <div><div><div>Shardless Agent</div><div>①⑥②</div></div><div>Artifact Creature -- Human Rogue</div><div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Shardless Agent</div><div>①⑥②</div></div><div>Artifact Creature -- Human Rogue</div><div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sink into Stupor</div><div>①②②</div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div></div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Steam Vents</div></div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         |
| <div><div><div>Stomping Ground</div></div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div><div>Street Wraith</div><div>③②②</div></div><div>Creature -- Wraith</div><div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div><div>Street Wraith</div><div>③②②</div></div><div>Creature -- Wraith</div><div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Street Wraith</div><div>③②②</div></div><div>Creature -- Wraith</div><div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Street Wraith</div><div><div>3</div><div>B</div><div>B</div></div></div> <div><div>Creature -- Wraith</div><div>Swampwalk (This creature can't be blocked as long as defending player controls a Swamp.)<br/>Cycling--Pay 2 life. (Pay 2 life, Discard this card: Draw a card.)</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Striped Riverwinder</div><div><div>6</div><div>U</div></div></div> <div><div>Creature -- Serpent</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Striped Riverwinder</div><div><div>6</div><div>U</div></div></div> <div><div>Creature -- Serpent</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 | <div><div>Striped Riverwinder</div><div><div>6</div><div>U</div></div></div> <div><div>Creature -- Serpent</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                 |
| <div><div>Striped Riverwinder</div><div><div>6</div><div>U</div></div></div> <div><div>Creature -- Serpent</div><div>Hexproof (This creature can't be the target of spells or abilities your opponents control.)<br/>Cycling {U} ({U}, Discard this card: Draw a card.)</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Subtlety</div><div><div>2</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>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.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Subtlety</div><div><div>2</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>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.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Subtlety</div><div><div>2</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>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.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Subtlety</b> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>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.</div> <div>Evoke--Exile a blue card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>      | <div> <b>Temple Garden</b> </div> <div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                               | <div> <b>Thundering Falls</b> </div> <div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                 | <div> <b>Valakut Awakening</b> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div>Put any number of cards from your hand on the bottom of your library, then draw that many cards plus one.</div> <div>--- BACK FACE ---</div> <div> <b>Valakut Stoneforge</b> </div> <div>Land</div> <div>This land enters tapped.</div> <div>{T}: Add {R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                 |
| <div> <b>Violent Outburst</b> <div> <div>1</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>Creatures you control get +1/+0 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Violent Outburst</b> <div> <div>1</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>Creatures you control get +1/+0 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Violent Outburst</b> <div> <div>1</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>Creatures you control get +1/+0 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Violent Outburst</b> <div> <div>1</div> <div>R</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</div> <div>Creatures you control get +1/+0 until end of turn.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div><div>Wistfulness</div><div><div>3</div><div>6/U</div><div>6/U</div></div></div><div>Creature -- Elemental Incarnation</div><div>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.<br/>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.<br/>Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wistfulness</div><div><div>3</div><div>6/U</div><div>6/U</div></div></div><div>Creature -- Elemental Incarnation</div><div>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.<br/>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.<br/>Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wistfulness</div><div><div>3</div><div>6/U</div><div>6/U</div></div></div><div>Creature -- Elemental Incarnation</div><div>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.<br/>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.<br/>Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wistfulness</div><div><div>3</div><div>6/U</div><div>6/U</div></div></div><div>Creature -- Elemental Incarnation</div><div>When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.<br/>When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.<br/>Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div><div>6/5</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Brotherhood's End</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div><div>Brotherhood's End</div><div><div>1</div><div>R</div><div>R</div></div></div><div>Sorcery</div><div>Choose one --<br/>* Brotherhood's End deals 3 damage to each creature and each planeswalker.<br/>* Destroy all artifacts with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                | <div><div><div>Clarion Conqueror</div><div><div>2</div><div>W</div></div></div><div>Creature -- Dragon</div><div>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              | <div><div><div>Clarion Conqueror</div><div><div>2</div><div>W</div></div></div><div>Creature -- Dragon</div><div>Flying<br/>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div><div>[sideboard]</div><div><div>3/3</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                              |

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| <div> <div>Clarion Conqueror</div> <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> <div>Flying</div> <div>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.</div> <div>[sideboard]</div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                     | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div> <div>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.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Inevitable Betrayal</div> </div> <div> <div>Sorcery</div> <div> <div>Suspend 3--{1}{U}{U} (Rather than cast this card from your hand, pay {1}{U}{U} and exile it with three time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.) Search target opponent's library for a creature card and put that card onto the battlefield under your control. Then that player shuffles.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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2 U

This spell costs {2} less to cast if it targets a blue spell.  
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L 4

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1 W U

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.

L 4

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