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| <div><div><div>Behold the Multiverse</div><div>3U</div></div><div>Instant</div><div>Scry 2, then draw two cards.<br/>Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Behold the Multiverse</div><div>3U</div></div><div>Instant</div><div>Scry 2, then draw two cards.<br/>Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Behold the Multiverse</div><div>3U</div></div><div>Instant</div><div>Scry 2, then draw two cards.<br/>Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Behold the Multiverse</div><div>3U</div></div><div>Instant</div><div>Scry 2, then draw two cards.<br/>Foretell {1}{U} (During your turn, you may pay {2} and exile this card from your hand face down. Cast it on a later turn for its foretell cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Bojuka Bog</div></div><div>Land</div><div>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div><div>Bonder's Ornament</div><div>3</div></div><div>Artifact</div><div>{T}: Add one mana of any color.<br/>{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Bonder's Ornament</div><div>3</div></div><div>Artifact</div><div>{T}: Add one mana of any color.<br/>{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Bonder's Ornament</div><div>3</div></div><div>Artifact</div><div>{T}: Add one mana of any color.<br/>{4}, {T}: Each player who controls a permanent named Bonder's Ornament draws a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              |

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| <div><div><div>Bramble Wurm</div><div>66</div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{G}, Exile this card from your graveyard: You gain 5 life.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div><div>Bramble Wurm</div><div>66</div></div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{G}, Exile this card from your graveyard: You gain 5 life.</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Conduit Pylons</div><div></div></div><div>Land -- Desert</div><div>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Crop Rotation</div><div>6</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Crop Rotation</div><div>6</div></div><div>Instant</div><div>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Energy Refractor</div><div>2</div></div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{2}: Add one mana of any color.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                              | <div><div><div>Ethereal Haze</div><div>W</div></div><div>Instant -- Arcane</div><div>Prevent all damage that would be dealt by creatures this turn.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact:<br/>Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          |

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| <div> <div>Expedition Map</div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact:<br/> Search your library for a land card,<br/> reveal it, put it into your hand,<br/> then shuffle. </div> <div> <div>1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                             | <div> <div>Expedition Map</div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact:<br/> Search your library for a land card,<br/> reveal it, put it into your hand,<br/> then shuffle. </div> <div> <div>1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                             | <div> <div>Expedition Map</div> <div>Artifact</div> <div> {2}, {T}, Sacrifice this artifact:<br/> Search your library for a land card,<br/> reveal it, put it into your hand,<br/> then shuffle. </div> <div> <div>1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                            | <div> <div>Forest</div> <div>Basic Land -- Forest</div> <div> ({T}: Add {G}.) </div> <div> <div>1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                               |
| <div> <div>Generous Ent</div> <div>Creature -- Treefolk</div> <div> Reach<br/> When this creature enters, create a<br/> Food token. (It's an artifact with<br/> "{2}, {T}, Sacrifice this token: You<br/> gain 3 life.")<br/> Forestcycling {1} ({1}, Discard this<br/> card: Search your library for a<br/> Forest card, reveal it, put it into<br/> your hand, then shuffle.) </div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Generous Ent</div> <div>Creature -- Treefolk</div> <div> Reach<br/> When this creature enters, create a<br/> Food token. (It's an artifact with<br/> "{2}, {T}, Sacrifice this token: You<br/> gain 3 life.")<br/> Forestcycling {1} ({1}, Discard this<br/> card: Search your library for a<br/> Forest card, reveal it, put it into<br/> your hand, then shuffle.) </div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Giant's Boulder</div> <div>Artifact</div> <div> When this artifact enters, scry 2.<br/> (Look at the top two cards of your<br/> library, then put any number of them<br/> on the bottom and the rest on top in<br/> any order.)<br/> {1}, {T}: Add one mana of any color.<br/> {7}, {T}, Sacrifice this artifact:<br/> Destroy target permanent. </div> <div> <div>1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Giant's Boulder</div> <div>Artifact</div> <div> When this artifact enters, scry 2.<br/> (Look at the top two cards of your<br/> library, then put any number of them<br/> on the bottom and the rest on top in<br/> any order.)<br/> {1}, {T}: Add one mana of any color.<br/> {7}, {T}, Sacrifice this artifact:<br/> Destroy target permanent. </div> <div> <div>1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Giant's Boulder</div><div>Artifact</div><div>When this artifact enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)<br/>{1}, {T}: Add one mana of any color.<br/>{7}, {T}, Sacrifice this artifact: Destroy target permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Giant's Boulder</div><div>Artifact</div><div>When this artifact enters, scry 2.<br/>(Look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)<br/>{1}, {T}: Add one mana of any color.<br/>{7}, {T}, Sacrifice this artifact: Destroy target permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                | <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div>Moment's Peace</div><div>Instant</div><div>Prevent all combat damage that would be dealt this turn.<br/>Flashback {2}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Murmuring Mystic</div><div>Creature -- Human Wizard</div><div>Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.</div><div>1/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       |

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| <div><div><div>Mystical Teachings</div><div>③④</div></div><div><div>Instant</div><div>Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.<br/>Flashback {5}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Mystical Teachings</div><div>③④</div></div><div><div>Instant</div><div>Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.<br/>Flashback {5}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Mystical Teachings</div><div>③④</div></div><div><div>Instant</div><div>Search your library for an instant card or a card with flash, reveal it, put it into your hand, then shuffle.<br/>Flashback {5}{B} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div><div>Negate</div><div>①④</div></div><div><div>Instant</div><div>Counter target noncreature spell.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      |
| <div><div><div>Negate</div><div>①④</div></div><div><div>Instant</div><div>Counter target noncreature spell.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                  | <div><div><div>Prophetic Prism</div><div>②</div></div><div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                          | <div><div><div>Prophetic Prism</div><div>②</div></div><div><div>Artifact</div><div>When this artifact enters, draw a card.<br/>{1}, {T}: Add one mana of any color.</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                          | <div><div><div>Remote Isle</div></div><div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {U}.<br/>Cycling {2} ({2}, Discard this card: Draw a card.)</div></div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Stream of Thought</div><div>U</div></div> <div>Sorcery</div> <div>Target player mills four cards. You shuffle up to four cards from your graveyard into your library. Replicate {2}{U}{U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Stream of Thought</div><div>U</div></div> <div>Sorcery</div> <div>Target player mills four cards. You shuffle up to four cards from your graveyard into your library. Replicate {2}{U}{U} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Tangle</div><div>1G</div></div> <div>Instant</div> <div>Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                      | <div><div>Tangle</div><div>1G</div></div> <div>Instant</div> <div>Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Tangle</div><div>1G</div></div> <div>Instant</div> <div>Prevent all combat damage that would be dealt this turn. Each attacking creature doesn't untap during its controller's next untap step.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                     | <div><div>Tangled Islet</div></div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.) This land enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                      | <div><div>Unfathomable Truths</div><div>4U</div></div> <div>Instant</div> <div>Devoid (This card has no color.) Draw three cards and create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Urza's Mine</div></div> <div>Land -- Urza's Mine</div> <div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                         |

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| <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Mine</div><div>Land -- Urza's Mine</div><div>{T}: Add {C}. If you control an Urza's Power-Plant and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Power Plant</div><div>Land -- Urza's Power-Plant</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Tower, add {C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Weather the Storm16</div><div>Instant</div><div>You gain 3 life.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |
| <div><div>Ancient Grudge1R</div><div>Instant</div><div>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ancient Grudge1R</div><div>Instant</div><div>Destroy target artifact.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bramble Wurm66</div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{G}, Exile this card from your graveyard: You gain 5 life.</div><div>[sideboard]</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Bramble Wurm66</div><div>Creature -- Wurm</div><div>Reach, trample<br/>When this creature enters, you gain 5 life.<br/>{2}{G}, Exile this card from your graveyard: You gain 5 life.</div><div>[sideboard]</div><div>7/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Breath Weapon</div><div><div>2</div><div>R</div></div></div> <div><div>Instant</div><div>Breath Weapon deals 2 damage to each non-Dragon creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                          | <div><div>Circle of Protection: Blue</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>{1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Circle of Protection: Blue</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>{1}: The next time a blue source of your choice would deal damage to you this turn, prevent that damage.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Crypt Incursion</div><div><div>2</div><div>B</div></div></div> <div><div>Instant</div><div>Exile all creature cards from target player's graveyard. You gain 3 life for each card exiled this way.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Hydroblast</div><div><div>U</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Hydroblast</div><div><div>U</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div>Hydroblast</div><div><div>U</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                        | <div><div>Hydroblast</div><div><div>U</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's red.<br/>* Destroy target permanent if it's red.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        |

③ ④

Whenever you cast an instant or sorcery spell, create a 1/1 blue Bird Illusion creature token with flying.

1/5

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U

Cumulative upkeep {1} (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.)

Whenever an opponent casts a noncreature spell, you may draw a card unless that player pays {4}.

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2G

Return target creature or land card from a graveyard to its owner's hand. You gain 6 life.

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