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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     |
| <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>( {T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div><p>( {T}: Add {G} or {U}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div>Consign to Memory</div><div>Instant</div><div><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Consign to Memory</div><div>U</div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div>B</div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div>B</div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fatal Push</div><div>B</div></div><div><div>Instant</div><div>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><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><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><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>                                                                               |

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| <div><div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                   | <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Guildpact</div><div>Enchantment</div><div>If this card is in your opening<br/>hand, you may begin the game with it<br/>on the battlefield.<br/>Each nonland permanent you control<br/>is all colors.<br/>Lands you control are every basic<br/>land type in addition to their other<br/>types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div><div>Leyline of the Guildpact</div><div>Enchantment</div><div>If this card is in your opening<br/>hand, you may begin the game with it<br/>on the battlefield.<br/>Each nonland permanent you control<br/>is all colors.<br/>Lands you control are every basic<br/>land type in addition to their other<br/>types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |

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| <div><div>Leyline of the Guildpact</div><div><div><div>G/W</div><div>G/U</div><div>B/G</div><div>R/G</div></div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Guildpact</div><div><div><div>G/W</div><div>G/U</div><div>B/G</div><div>R/G</div></div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>(<math>\{T\}</math>: Add <math>\{W\}</math>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            | <div><div>Polluted Delta</div><div>Land</div><div><math>\{T\}</math>, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                             |
| <div><div>Polluted Delta</div><div>Land</div><div><math>\{T\}</math>, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div>Polluted Delta</div><div>Land</div><div><math>\{T\}</math>, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                | <div><div>Polluted Delta</div><div>Land</div><div><math>\{T\}</math>, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Practiced Offense</div><div><div><div>2</div><div>W</div></div></div><div>Sorcery</div><div>Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.<br/>Flashback <math>\{1\}\{W\}</math> (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> |

② ② W

Put a +1/+1 counter on each creature target player controls. Target creature gains your choice of double strike or lifelink until end of turn.

Flashback {1}{W} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Whenever this creature deals combat damage to a player or planeswalker, draw a card.  
Discard a card: Put a +1/+1 counter on this creature.  
Exile three cards from your graveyard: This creature gains flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Whenever this creature deals combat damage to a player or planeswalker, draw a card.

Discard a card: Put a +1/+1 counter on this creature.

Exile three cards from your graveyard: This creature gains flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Whenever this creature deals combat damage to a player or planeswalker, draw a card.  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Whenever this creature deals combat damage to a player or planeswalker, draw a card.

Discard a card: Put a +1/+1 counter on this creature.

Exile three cards from your graveyard: This creature gains flying until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Flying  
When this creature enters, draw a card.  
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.  
Warp {1}{U}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Flying  
When this creature enters, draw a card.  
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.  
Warp {1}{U}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 U U

Flying  
When this creature enters, draw a card.  
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.  
Warp {1}{U}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div>Quantum Riddler</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Sphinx</div> <div> <div>Flying</div> <div>When this creature enters, draw a card.</div> <div>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.</div> <div>Warp {1}{U}</div> </div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                          | <div> <div>Ragavan, Nimble Pilferer</div> <div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> <div>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.</div> <div>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</div> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ragavan, Nimble Pilferer</div> <div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> <div>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.</div> <div>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</div> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ragavan, Nimble Pilferer</div> <div> <div>R</div> </div> </div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> <div>Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.</div> <div>Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)</div> </div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Scion of Draco</div> <div> <div>12</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> <div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.</div> <div>Flying</div> <div>Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.</div> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Scion of Draco</div> <div> <div>12</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> <div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.</div> <div>Flying</div> <div>Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.</div> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                   | <div> <div>Scion of Draco</div> <div> <div>12</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> <div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.</div> <div>Flying</div> <div>Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.</div> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                   | <div> <div>Scion of Draco</div> <div> <div>12</div> </div> </div> <div> <div>Artifact Creature -- Dragon</div> <div> <div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.</div> <div>Flying</div> <div>Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.</div> </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                   |

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| <div> <b>Steam Vents</b> </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Stubborn Denial</b> </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {1}.<br/> Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                                            | <div> <b>Stubborn Denial</b> </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {1}.<br/> Ferocious -- If you control a creature with power 4 or greater, counter that spell instead. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>                                                                                                                                            | <div> <b>Teferi, Time Raveler</b> </div> <div> Legendary Planeswalker -- Teferi </div> <div> Each opponent can cast spells only any time they could cast a sorcery.<br/> [+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/> [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card. </div> <div> L 4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> |
| <div> <b>Temple Garden</b> </div> <div> Land -- Forest Plains </div> <div> ({T}: Add {G} or {W}.)<br/> 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> <b>Territorial Kavv</b> </div> <div> Creature -- Kavv </div> <div> Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.<br/> Whenever this creature attacks, choose one --<br/> * Discard a card. If you do, draw a card.<br/> * Exile up to one target card from a graveyard. </div> <div> */* </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Territorial Kavv</b> </div> <div> Creature -- Kavv </div> <div> Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.<br/> Whenever this creature attacks, choose one --<br/> * Discard a card. If you do, draw a card.<br/> * Exile up to one target card from a graveyard. </div> <div> */* </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div> | <div> <b>Territorial Kavv</b> </div> <div> Creature -- Kavv </div> <div> Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.<br/> Whenever this creature attacks, choose one --<br/> * Discard a card. If you do, draw a card.<br/> * Exile up to one target card from a graveyard. </div> <div> */* </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev </div>         |

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| <div> <div> Territorial Kavu <div> <div>R</div> <div>G</div> </div> </div> <div> <div>Creature -- Kavu</div> <div> Domain -- Territorial Kavu's power and toughness are each equal to the number of basic land types among lands you control.<br/> Whenever this creature attacks, choose one --<br/> * Discard a card. If you do, draw a card.<br/> * Exile up to one target card from a graveyard. </div> <div> <div>*/*</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Thoughtseize <div> <div>B</div> </div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                    | <div> <div> Thundering Falls </div> <div> <div>Land -- Island Mountain</div> <div> ({T}: Add {U} or {R}.)<br/> This land enters tapped.<br/> 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> <div> Watery Grave </div> <div> <div>Land -- Island Swamp</div> <div> ({T}: Add {U} or {B}.)<br/> 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> <div> Celestial Purge <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> Exile target black or red permanent. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                | <div> <div> Clarion Conqueror <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> Flying<br/> Activated abilities of artifacts, creatures, and planeswalkers can't be activated. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Clarion Conqueror <div> <div>2</div> <div>W</div> </div> </div> <div> <div>Creature -- Dragon</div> <div> Flying<br/> Activated abilities of artifacts, creatures, and planeswalkers can't be activated. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> Consign to Memory <div> <div>U</div> </div> </div> <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.)<br/> Counter target triggered ability or colorless spell. </div> <div> <div>[sideboard]</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>Consign to Memory</div> <div>U</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                          | <div> <div>Damping Sphere</div> <div>2</div> </div> <div>Artifact</div> <div> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.) Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Teferi, Time Raveler</div> <div>1WU</div> </div> <div>Legendary Planeswalker -- Teferi</div> <div> 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. </div> <div>[sideboard]</div> <div> <div>L 4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Thoughtseize</div> <div>B</div> </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>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                    | <div> <div>Vexing Bauble</div> <div>1</div> </div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                   | <div> <div>Vexing Bauble</div> <div>1</div> </div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                   |

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| <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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</div></div> |  |
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