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| <div><div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Ephemerate</div><div>Instant</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ephemerate</div><div>Instant</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Ephemerate</div><div>Instant</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ephemerate</div><div>Instant</div><div>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.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Flagstones of Trokair</div><div>Legendary Land</div><div>{T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div><div>Flagstones of Trokair</div><div>Legendary Land</div><div>{T}: Add {W}. When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       |

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| <div><div>Flagstones of Trokair</div><div>Legendary Land</div><div><p>{T}: Add {W}.</p><p>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flooded Strand</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Flooded Strand</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       | <div><div>Flooded Strand</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                       |
| <div><div>Flooded Strand</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                              | <div><div>Guide of Souls</div><div>Creature -- Human Cleric</div><div><p>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</p></div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Guide of Souls</div><div>Creature -- Human Cleric</div><div><p>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</p></div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Guide of Souls</div><div>Creature -- Human Cleric</div><div><p>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</p></div><div>1/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Guide of Souls</div><div>W</div></div><div><div>Creature -- Human Cleric</div><div>Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.</div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Haliya, Guided by Light</div><div>2W</div></div><div><div>Legendary Creature -- Human Soldier</div><div>Whenever Haliya or another creature or artifact you control enters, you gain 1 life. At the beginning of your end step, draw a card if you've gained 3 or more life this turn. Warp {W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>3/3</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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><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><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><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><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>{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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Meticulous Archive</div></div><div><div>Land -- Plains Island</div><div>{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.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <b>Mockingbird</b> <span>(X)(U)</span><br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              | <b>Mockingbird</b> <span>(X)(U)</span><br>Creature -- Bird Bard<br>Flying<br>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                              | <b>Ocelot Pride</b> <span>(W)</span><br>Creature -- Cat<br>First strike, lifelink<br>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ocelot Pride</b> <span>(W)</span><br>Creature -- Cat<br>First strike, lifelink<br>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Ocelot Pride</b> <span>(W)</span><br>Creature -- Cat<br>First strike, lifelink<br>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Ocelot Pride</b> <span>(W)</span><br>Creature -- Cat<br>First strike, lifelink<br>Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)<br>At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Phelia, Exuberant Shepherd</b> <span>(1)(W)</span><br>Legendary Creature -- Dog<br>Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent.<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                  | <b>Phelia, Exuberant Shepherd</b> <span>(1)(W)</span><br>Legendary Creature -- Dog<br>Flash<br>Whenever Phelia attacks, exile up to one other target nonland permanent.<br>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.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                  |

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| <div><div>Phelia, Exuberant Shepherd</div><div><div>1</div><div>W</div></div></div> <div><div>Legendary Creature -- Dog</div><div>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Phelia, Exuberant Shepherd</div><div><div>1</div><div>W</div></div></div> <div><div>Legendary Creature -- Dog</div><div>Flash<br/>Whenever Phelia attacks, exile up to one other target nonland permanent.<br/>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.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                        | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                        |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                     | <div><div>Plains</div><div>Basic Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                     | <div><div>Quantum Riddler</div><div><div>3</div><div>U</div><div>U</div></div></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><div><div>3</div><div>U</div><div>U</div></div></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> |

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| <p><b>Quantum Riddler</b> (3)(U)(U)</p> <p>Creature -- Sphinx</p> <p>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}</p> <p>4/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>   | <p><b>Quantum Riddler</b> (3)(U)(U)</p> <p>Creature -- Sphinx</p> <p>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}</p> <p>4/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>   | <p><b>Sanctifier en-Vec</b> (W)(W)</p> <p>Creature -- Human Cleric</p> <p>Protection from black and from red<br/>When this creature enters, exile all cards that are black or red from all graveyards.<br/>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Solitude</b> (3)(W)(W)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                     |
| <p><b>Solitude</b> (3)(W)(W)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Solitude</b> (3)(W)(W)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Solitude</b> (3)(W)(W)</p> <p>Creature -- Elemental Incarnation</p> <p>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                  | <p><b>Starfield Shepherd</b> (3)(W)(W)</p> <p>Creature -- Angel</p> <p>Flying<br/>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Warp {1}{W} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</p> <p>3/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div>Starfield Shepherd</div> <div>3WW</div> <div>Creature -- Angel</div> <div>Flying<br/>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Warp {1}{W} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Starfield Shepherd</div> <div>3WW</div> <div>Creature -- Angel</div> <div>Flying<br/>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Warp {1}{W} (You may cast this card from your hand for its warp cost.<br/>Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Thraben Charm</div> <div>1W</div> <div>Instant</div> <div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        | <div>Thraben Charm</div> <div>1W</div> <div>Instant</div> <div>Choose one --<br/>* Thraben Charm deals damage equal to twice the number of creatures you control to target creature.<br/>* Destroy target enchantment.<br/>* Exile any number of target players' graveyards.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                        |
| <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      | <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                      | <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>White Orchid Phantom</div> <div>WW</div> <div>Creature -- Spirit Knight</div> <div>Flying, first strike<br/>When this creature enters, destroy up to one target nonbasic land. Its controller may search their library for a basic land card, put it onto the battlefield tapped, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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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> 2/2 </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> 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> 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> 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> Celestial Purge </div> <div> Instant </div> <div> Exile target black or red permanent. [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. [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. [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. [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                         |



## Teferi, Time Raveler (1)(W)(U)

Legendary Planeswalker -- Teferi

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.

[sideboard]

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## Wrath of the Skies (X)(W)(W)

Sorcery

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.

[sideboard]

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## Wrath of the Skies (X)(W)(W)

Sorcery

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.

[sideboard]

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