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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>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>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> |

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| <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    | <div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                       |
| <div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</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</div><div>W</div><div>G</div><div>U</div><div>B</div><div>G</div><div>R</div><div>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</div><div>W</div><div>G</div><div>U</div><div>B</div><div>G</div><div>R</div><div>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</div><div>W</div><div>G</div><div>U</div><div>B</div><div>G</div><div>R</div><div>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</div><div>W</div><div>G</div><div>U</div><div>B</div><div>G</div><div>R</div><div>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>Lightning Bolt</div><div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                  | <div><div>Lightning Bolt</div><div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                  | <div><div>Lightning Bolt</div><div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                  | <div><div>Lightning Bolt</div><div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                  |

Land -- Forest Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Mountain

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Plains

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Sphinx

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Sphinx

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Creature -- Sphinx

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Monkey Pirate

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Creature -- Monkey Pirate

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| <div> <div>Ragavan, Nimble Pilferer (R)</div> <div> <div>Legendary Creature -- Monkey Pirate</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.<br/> 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>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ragavan, Nimble Pilferer (R)</div> <div> <div>Legendary Creature -- Monkey Pirate</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.<br/> 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>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Scion of Draco (12)</div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> 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>4/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Scion of Draco (12)</div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> 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>4/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Scion of Draco (12)</div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> 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>4/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                         | <div> <div>Scion of Draco (12)</div> <div> <div>Artifact Creature -- Dragon</div> <div> Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/> Flying<br/> 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>4/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                         | <div> <div>Spell Snare (U)</div> <div> <div>Instant</div> <div> Counter target spell with mana value 2. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                 |

Playtest cards - beetea - Domain Zoo (Modern League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

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

## Steam Vents

Land -- Island Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stubborn Denial

U

Instant

Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stubborn Denial

U

Instant

Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Stubborn Denial

U

Instant

Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Temple Garden

Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Territorial Kavu

**RG**

Creature -- Kavu

Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.

Whenever this creature attacks, choose one --

- \* Discard a card. If you do, draw a card.
- \* Exile up to one target card from a graveyard.

---

\* / \*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Territorial Kavu

**RG**

Creature -- Kavu

Domain -- Territorial Kav'u's power and toughness are each equal to the number of basic land types among lands you control.

Whenever this creature attacks, choose one --

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\* / \*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Territorial Kavu

**RG**

Creature -- Kavu

Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.

Whenever this creature attacks, choose one --

- \* Discard a card. If you do, draw a card.
- \* Exile up to one target card from a graveyard.

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\* / \*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Territorial Kavu</b> (R)(G)<br>Creature -- Kavu<br>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.<br><div>*/*</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Thundering Falls</b><br>Land -- Island Mountain<br>({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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tribal Flames</b> (1)(R)<br>Sorcery<br>Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                           | <b>Tribal Flames</b> (1)(R)<br>Sorcery<br>Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                           |
| <b>Tribal Flames</b> (1)(R)<br>Sorcery<br>Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                               | <b>Wild Nacatl</b> (G)<br>Creature -- Cat Warrior<br>This creature gets +1/+1 as long as you control a Mountain.<br>This creature gets +1/+1 as long as you control a Plains.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                              | <b>Wild Nacatl</b> (G)<br>Creature -- Cat Warrior<br>This creature gets +1/+1 as long as you control a Mountain.<br>This creature gets +1/+1 as long as you control a Plains.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Wild Nacatl</b> (G)<br>Creature -- Cat Warrior<br>This creature gets +1/+1 as long as you control a Mountain.<br>This creature gets +1/+1 as long as you control a Plains.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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This creature gets +1/+1 as long as you control a Mountain.  
This creature gets +1/+1 as long as you control a Plains.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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U

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.

[sidebar]

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U

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.

[sidebar]

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U

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.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

U

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 on colorless spell.

[sidebar]

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| <div> <div>Containment Priest</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>Flash</div> <div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                      | <div> <div>Containment Priest</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>Flash</div> <div>If a nontoken creature would enter and it wasn't cast, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                      | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                        | <div> <div>Mystical Dispute</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.</div> <div>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                     |
| <div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</div> <div>Flying</div> <div>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</div> <div>Flying</div> <div>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Obsidian Charmaw</div> <div> <div>3</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Creature -- Dragon</div> <div>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</div> <div>Flying</div> <div>When this creature enters, destroy target nonbasic land an opponent controls.</div> <div>[sideboard]</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Rest in Peace</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Enchantment</div> <div>When this enchantment enters, exile all graveyards.</div> <div>If a card or token would be put into a graveyard from anywhere, exile it instead.</div> <div>[sideboard]</div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div><div>Rest in Peace</div><div>1W</div></div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Wrath of the Skies</div><div>XWW</div></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><div>Wrath of the Skies</div><div>XWW</div></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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