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| <div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Atraxa, Grand Unifier 3GWUB</div><div>Legendary Creature -- Phyrexian Angel</div><div>Flying, vigilance, deathtouch, lifelink<br/>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div><div>7/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<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>                                                                                                                                                                                                                                                                                                                        | <div><div>Consign to Memory U</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div>Ephemerate W</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      | <div><div>Ephemerate W</div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                      |

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| <div><div><div>Ephemerate</div><div>W</div></div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ephemerate</div><div>W</div></div><div>Instant</div><div>Exile target creature you control, then return it to the battlefield under its owner's control.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Faithful Mending</div><div>WU</div></div><div>Instant</div><div>You gain 2 life, draw two cards, then discard two cards.<br/>Flashback {1}{W}{U} (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><div>Faithful Mending</div><div>WU</div></div><div>Instant</div><div>You gain 2 life, draw two cards, then discard two cards.<br/>Flashback {1}{W}{U} (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><div>Faithful Mending</div><div>WU</div></div><div>Instant</div><div>You gain 2 life, draw two cards, then discard two cards.<br/>Flashback {1}{W}{U} (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><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                              | <div><div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Flooded Strand</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      |

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| <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Force of Negation1UU</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Force of Negation1UU</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Force of Negation1UU</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         |
| <div><div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div>(T): Add W or B.)<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>                    | <div><div><div>Goryo's Vengeance1B</div><div>Instant -- Arcane</div><div>Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.<br/>Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Goryo's Vengeance1B</div><div>Instant -- Arcane</div><div>Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.<br/>Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Goryo's Vengeance1B</div><div>Instant -- Arcane</div><div>Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.<br/>Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Goryo's Vengeance</b> <div> <div>1</div> <div>B</div> </div> </div> <div> Instant -- Arcane </div> <div> Return target legendary creature card from your graveyard to the battlefield. That creature gains haste. Exile it at the beginning of the next end step.<br/> Splice onto Arcane {2}{B} (As you cast an Arcane spell, you may reveal this card from your hand and pay its splice cost. If you do, add this card's effects to that spell.) </div> <div> <div>7/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Griselbrand</b> <div> <div>4</div> <div>B</div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div> Legendary Creature -- Demon </div> <div> Flying, lifelink<br/> Pay 7 life: Draw seven cards. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Hallowed Fountain</b> </div> <div> Land -- Plains Island </div> <div> ({T}: Add {W} or {U}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>      | <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                       |
| <div> <b>March of Otherworldly Light</b> <div> <div>X</div> <div>W</div> </div> </div> <div> Instant </div> <div> As an additional cost to cast this spell, you may exile any number of white cards from your hand. This spell costs {2} less to cast for each card exiled this way.<br/> Exile target artifact, creature, or enchantment with mana value X or less. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                    | <div> <b>Marsh Flats</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                         | <div> <b>Marsh Flats</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Marsh Flats</b> </div> <div> Land </div> <div> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div><div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>([T]): Add [W] or [U].)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <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><div><div>Polluted Delta</div><div>Land</div><div>[T], 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><div><div>Polluted Delta</div><div>Land</div><div>[T], 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><div><div>Polluted Delta</div><div>Land</div><div>[T], 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><div><div>Polluted Delta</div><div>Land</div><div>[T], 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><div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>XW</div></div> | <div><div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div><div>XW</div></div> |

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| <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Psychic Frog</div><div><div>U</div><div>B</div></div></div> <div><div>Creature -- Frog</div><div>Whenever this creature deals combat damage to a player or planeswalker, draw a card.<br/>Discard a card: Put a +1/+1 counter on this creature.<br/>Exile three cards from your graveyard: This creature gains flying until end of turn.</div><div><div>1/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>4/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>4/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>4/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>4/6</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                 |

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| <div>Shadowy Backstreet</div> <div>Land -- Plains Swamp</div> <div>       ({T}: Add {W} or {B}.)<br/>       This land enters tapped.<br/>       When this land enters, surveil 1.<br/>       (Look at the top card of your library. You may put it into your graveyard.)     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                      | <div>Solitude</div> <div>Creature -- Elemental Incarnation</div> <div>       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.     </div> <div>       3/2     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div>Solitude</div> <div>Creature -- Elemental Incarnation</div> <div>       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.     </div> <div>       3/2     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div>Solitude</div> <div>Creature -- Elemental Incarnation</div> <div>       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.     </div> <div>       3/2     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> |
| <div>Solitude</div> <div>Creature -- Elemental Incarnation</div> <div>       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.     </div> <div>       3/2     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div> | <div>Swamp</div> <div>Basic Land -- Swamp</div> <div>       ({T}: Add {B}.)     </div> <div>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                                                                                                                   | <div>Thoughtseize</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>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                  | <div>Thoughtseize</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>       PLAYTEST CARD - NOT FOR TOURNAMENT PLAY       botbox.dev     </div>                                                                                                                                                  |

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| <div> <b>Thoughtseize</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                             | <div> <b>Thoughtseize</b> <span>(B)</span> </div> <div>Sorcery</div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                   | <div> <b>Undercity Sewers</b> </div> <div>Land -- Island Swamp</div> <div> <p>           ({T}: Add {U} or {B}.)<br/>           This land enters tapped.<br/>           When this land enters, surveil 1.<br/>           (Look at the top card of your library. You may put it into your graveyard.)         </p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          | <div> <b>Watery Grave</b> </div> <div>Land -- Island Swamp</div> <div> <p>           ({T}: Add {U} or {B}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                          |
| <div> <b>Clarion Conqueror</b> <span>(2)(W)</span> </div> <div>Creature -- Dragon</div> <div> <p>           Flying<br/>           Activated abilities of artifacts, creatures, and planeswalkers can't be activated.         </p> <p>[sideboard]</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Consign to Memory</b> <span>(U)</span> </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.)<br/>           Counter target triggered ability or colorless spell.         </p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Consign to Memory</b> <span>(U)</span> </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.)<br/>           Counter target triggered ability or colorless spell.         </p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Consign to Memory</b> <span>(U)</span> </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.)<br/>           Counter target triggered ability or colorless spell.         </p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

**B**

Destroy target creature if it has mana value 2 or less.  
Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.

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② ③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

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②③

This spell costs {2} less to cast if it targets a blue spell.  
Counter target spell unless its controller pays {3}.

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①

{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.

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U

Counter target spell with mana value 2.

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BP

([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.

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① W U

Each opponent can cast spells only any time they could cast a sorcery

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

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① W U

Each opponent can cast spells only any time they could cast a sorcery [1]: Until your next turn, you may cast sorcery spells as though they had flash.

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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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