

Agatha's Soul Cauldron ②

Legendary Artifact

You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.

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Arbor Elf Arbor Elf G

Creature -- Elf Druid

$\{T\}$: Untap target Forest.

1/1

1/1

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Arbor Elf Arbor Elf

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$\{T\}$: Untap target Forest.

1/1

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Auriok Champion

Auriok Champion WW

Creature -- Human Cleric

Protection from black and from red
Whenever another creature enters,
you may gain 1 life.

1/1

1/1

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<div> Auriok Champion <div> <div>W</div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> Protection from black and from red Whenever another creature enters, you may gain 1 life. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Auriok Champion <div> <div>W</div> <div>W</div> </div> </div> <div> Creature -- Human Cleric </div> <div> Protection from black and from red Whenever another creature enters, you may gain 1 life. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> {T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> Collected Company <div> <div>3</div> <div>6</div> </div> </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Collected Company <div> <div>3</div> <div>6</div> </div> </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Collected Company <div> <div>3</div> <div>6</div> </div> </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> Collected Company <div> <div>3</div> <div>6</div> </div> </div> <div> Instant </div> <div> Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<div> Conclave Mentor <div> <div>G</div> <div>W</div> </div> </div> <div> Creature -- Centaur Cleric </div> <div> If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Conclave Mentor <div> <div>G</div> <div>W</div> </div> </div> <div> Creature -- Centaur Cleric </div> <div> If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Conclave Mentor <div> <div>G</div> <div>W</div> </div> </div> <div> Creature -- Centaur Cleric </div> <div> If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on that creature instead. When this creature dies, you gain life equal to its power. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Forest </div> <div> Basic Land -- Forest </div> <div> ({T}: Add {G}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Forest </div> <div> Basic Land -- Forest </div> <div> ({T}: Add {G}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Heliod, Sun-Crowned <div> <div>2</div> <div>W</div> </div> </div> <div> Legendary Enchantment Creature -- God </div> <div> Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Heliod, Sun-Crowned <div> <div>2</div> <div>W</div> </div> </div> <div> Legendary Enchantment Creature -- God </div> <div> Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Heliod, Sun-Crowned <div> <div>2</div> <div>W</div> </div> </div> <div> Legendary Enchantment Creature -- God </div> <div> Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. </div> <div> <div>5/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

Playtest cards - Luiza_braba - Modern (Modern Challenge 64)

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 3/10 - 8 cards - 2.5 x 3.5 in each

2 W

Indestructible
As long as your devotion to white is less than five, Heliod isn't a creature.
Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control.
{1}{W}: Another target creature gains lifelink until end of turn.

5/5

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Land

{T}, Pay 1 life: Add {G} or {W}.
 {1}, {T}, Sacrifice this land: Draw
 a card.

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Land

{T}, Pay 1 life: Add {G} or {W}.
{1}, {T}, Sacrifice this land: Draw a card.

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X W W W

Sorcery

Look at the top seven cards of your library. Put up to X artifact and/or creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

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Land

This land enters tapped unless you control a Plains.

{T}: Add {W}.

{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

(Artifacts, legends, and Sagas are historic.)

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Legendary Land

{T}: Add {G}.
{T}: Target 1/1 creature gets +1/+2
until end of turn.

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Basic Land -- Plains

$$(\{T\}: \text{Add } \{W\}.)$$

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① W W

Creature -- Human Soldier Ranger

When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

Sacrifice this creature: Your opponents can't cast noncreature spells this turn.

3/3

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<div> Ranger-Captain of Eos 1WW </div> <div> Creature -- Human Soldier Ranger </div> <div> <p>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.</p> <p>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ranger-Captain of Eos 1WW </div> <div> Creature -- Human Soldier Ranger </div> <div> <p>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.</p> <p>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Ranger-Captain of Eos 1WW </div> <div> Creature -- Human Soldier Ranger </div> <div> <p>When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.</p> <p>Sacrifice this creature: Your opponents can't cast noncreature spells this turn.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Skyclave Apparition 1WW </div> <div> Creature -- Kor Spirit </div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> Skyclave Apparition 1WW </div> <div> Creature -- Kor Spirit </div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Skyclave Apparition 1WW </div> <div> Creature -- Kor Spirit </div> <div> <p>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</p> <p>When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Spike Feeder 1GG </div> <div> Creature -- Spike </div> <div> <p>This creature enters with two +1/+1 counters on it.</p> <p>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.</p> <p>Remove a +1/+1 counter from this creature: You gain 2 life.</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> Spike Feeder 1GG </div> <div> Creature -- Spike </div> <div> <p>This creature enters with two +1/+1 counters on it.</p> <p>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.</p> <p>Remove a +1/+1 counter from this creature: You gain 2 life.</p> </div> <div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

<div> <div>Spike Feeder</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Spike</div> <div> <p>This creature enters with two +1/+1 counters on it.</p> <p>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.</p> <p>Remove a +1/+1 counter from this creature: You gain 2 life.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Spike Feeder</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Spike</div> <div> <p>This creature enters with two +1/+1 counters on it.</p> <p>{2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature.</p> <p>Remove a +1/+1 counter from this creature: You gain 2 life.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <p>{T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Utopia Sprawl</div> <div>G</div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant Forest</p> <p>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Utopia Sprawl</div> <div>G</div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant Forest</p> <p>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Utopia Sprawl  <hr/> Enchantment -- Aura <hr/> Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.	Utopia Sprawl  <hr/> Enchantment -- Aura <hr/> Enchant Forest As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.	Walking Ballista   <hr/> Artifact Creature -- Construct <hr/> This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target.	Walking Ballista   <hr/> Artifact Creature -- Construct <hr/> This creature enters with X +1/+1 counters on it. {4}: Put a +1/+1 counter on this creature. Remove a +1/+1 counter from this creature: It deals 1 damage to any target.
<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>	<div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>	<div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>	<div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div>
Windswept Heath <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.	Windswept Heath <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.	Windswept Heath <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.	Windswept Heath <hr/> Land <hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.
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<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Yavimaya, Cradle of Growth</div> <div>Legendary Land</div> <div>Each land is a Forest in addition to its other land types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Archon of Emerica (2)(W)</div> <div>Creature -- Archon</div> <div>Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped.</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Archon of Emerica (2)(W)</div> <div>Creature -- Archon</div> <div>Flying Each player can't cast more than one spell each turn. Nonbasic lands your opponents control enter tapped.</div> <div>[sideboard]</div> <div>2/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Damping Sphere (2)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Damping Sphere (2)</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Endurance</div> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Force of Vigor</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Leyline of Sanctity</div> <div> <div>2</div> <div>W</div> <div>W</div> </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. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Leyline of Sanctity</div> <div> <div>2</div> <div>W</div> <div>W</div> </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. You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sanctifier en-Vec</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>Protection from black and from red</div> <div>When this creature enters, exile all cards that are black or red from all graveyards.</div> <div>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Sanctifier en-Vec</div> <div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div>Protection from black and from red</div> <div>When this creature enters, exile all cards that are black or red from all graveyards.</div> <div>If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>Void Mirror</div> <div>②</div> </div> <div>Artifact</div> <div> Whenever a player casts a spell, if no colored mana was spent to cast it, counter that spell. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Wrath of the Skies</div> <div>ⓧⓌⓌ</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	