

①

At the beginning of your upkeep, you may put a charge counter on this artifact.

{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

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{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

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{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

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At the beginning of your upkeep, you may put a charge counter on this artifact.

{T}: You may put a creature card with mana value equal to the number of charge counters on this artifact from your hand onto the battlefield.

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UB

Flying, deathtouch

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

UB

Flying, deathtouch

When this creature enters, draw a card.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Flying, deathtouch

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Flying, deathtouch

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <b>Boggart Trawler</b> <span>2B</span> </div> <div>           Creature -- Goblin         </div> <div>           When this creature enters, exile target player's graveyard.         </div> <div> <div>3/1</div> <div>           --- BACK FACE ---         </div> </div> <div> <b>Boggart Bog</b> </div> <div>           Land         </div> <div>           As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Brainstorm</b> <span>U</span> </div> <div>           Instant         </div> <div>           Draw three cards, then put two cards from your hand on top of your library in any order.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                  | <div> <b>Brainstorm</b> <span>U</span> </div> <div>           Instant         </div> <div>           Draw three cards, then put two cards from your hand on top of your library in any order.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                           | <div> <b>Brainstorm</b> <span>U</span> </div> <div>           Instant         </div> <div>           Draw three cards, then put two cards from your hand on top of your library in any order.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                            |
| <div> <b>Brainstorm</b> <span>U</span> </div> <div>           Instant         </div> <div>           Draw three cards, then put two cards from your hand on top of your library in any order.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                            | <div> <b>Faerie Macabre</b> <span>1BB</span> </div> <div>           Creature -- Faerie Rogue         </div> <div>           Flying<br/>           Discard this card: Exile up to two target cards from graveyards.         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Flickerwisp</b> <span>1WW</span> </div> <div>           Creature -- Elemental         </div> <div>           Flying<br/>           When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.         </div> <div> <div>3/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Flooded Strand</b> </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 PLAY    botbox.dev         </div> |

Playtest cards - usea - Legacy (Legacy Challenge 32)

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 2/12 - 8 cards - 2.5 x 3.5 in each



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| <div><div><b>Island</b></div><div>Basic Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><b>Karakas</b></div><div>Legendary Land</div><div>{T}: Add {W}.<br/>{T}: Return target legendary creature to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><b>Karakas</b></div><div>Legendary Land</div><div>{T}: Add {W}.<br/>{T}: Return target legendary creature to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                               | <div><div><b>Lavinia, Azorius Renegade</b> <div><div>W</div><div>U</div></div></div><div>Legendary Creature -- Human Soldier</div><div>Each opponent can't cast noncreature spells with mana value greater than the number of lands that player controls.<br/>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <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 PLAYbotbox.dev</div></div> | <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 PLAYbotbox.dev</div></div> | <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 PLAYbotbox.dev</div></div> | <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 PLAYbotbox.dev</div></div>                                                                                                                                                                               |

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| <div><div><div>Metamorphosis Fanatic</div><div>4BB</div></div><div>Creature -- Human Cleric</div><div>Lifelink<br/>When this creature enters, return up to one target creature card from your graveyard to the battlefield with a lifelink counter on it.<br/>Miracle {1}{B} (You may cast this card for its miracle cost when you draw it if it's the first card you drew this turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div><div>Meticulous Archive</div></div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                     | <div><div><div>Orcish Bowmasters</div><div>1B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div><div>Orcish Bowmasters</div><div>1B</div></div><div>Creature -- Orc Archer</div><div>Flash<br/>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    |
| <div><div><div>Overlord of the Balemurk</div><div>3BB</div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Overlord of the Balemurk</div><div>3BB</div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Overlord of the Balemurk</div><div>3BB</div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Overlord of the Balemurk</div><div>3BB</div></div><div>Enchantment Creature -- Avatar Horror</div><div>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)<br/>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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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</div><div>Whenever Phelia attacks, exile up to one other target nonland permanent. 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</div><div>Whenever Phelia attacks, exile up to one other target nonland permanent. 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</div><div>Whenever Phelia attacks, exile up to one other target nonland permanent. 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</div><div>Whenever Phelia attacks, exile up to one other target nonland permanent. 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>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>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>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>                                                                                                                                                                                                                             |

## Polluted Delta

Land

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

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## Recruiter of the Guard (2)(W)

Creature -- Human Soldier

When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Soldier

When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Soldier

When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle.

1/1

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## Scrubland

Land -- Plains Swamp

( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)

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## Solitude

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Solitude

Creature -- Elemental Incarnation

Flash  
Lifelink  
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.  
Evoke--Exile a white card from your hand.

3/2

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| <div>Solitude<div><div>3</div><div>W</div><div>W</div></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 PLAYbotbox.dev</div></div> | <div>Solitude<div><div>3</div><div>W</div><div>W</div></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 PLAYbotbox.dev</div></div> | <div>Swamp<div></div><div>Basic Land -- Swamp</div><div>([T]): Add [B].)</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div>Swords to Plowshares<div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           |
| <div>Swords to Plowshares<div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      | <div>Swords to Plowshares<div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      | <div>Swords to Plowshares<div><div>W</div></div><div>Instant</div><div>Exile target creature. Its controller gains life equal to its power.</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div>Tamiyo, Inquisitive Student<div></div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                  | <div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Teferi, Time Raveler 1WU</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Teferi, Time Raveler 1WU</div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery. [+1]: Until your next turn, you may cast sorcery spells as though they had flash. [-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tundra</div><div>Land -- Plains Island</div><div>([T]: Add [W] or [U].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Tundra</div><div>Land -- Plains Island</div><div>([T]: Add [W] or [U].)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Undercity Sewers</div><div>Land -- Island Swamp</div><div>([T]: Add [U] or [B].)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         |

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| <div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>{T}: Add {U} or {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                               | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   |
| <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Witch Enchanter</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Witch Enchanter</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Witch Enchanter</div><div>Card</div><div></div><div>----- OTHER FACE -----</div><div>Witch Enchanter</div><div>Card</div><div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Clarion Conqueror</b> (2)(W)<br>Creature -- Dragon<br>Flying<br>Activated abilities of artifacts, creatures, and planeswalkers can't be activated.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                      | <b>Containment Priest</b> (1)(W)<br>Creature -- Human Cleric<br>Flash<br>If a nontoken creature would enter and it wasn't cast, exile it instead.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                          | <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                 |
| <b>Faerie Macabre</b> (1)(B)(B)<br>Creature -- Faerie Rogue<br>Flying<br>Discard this card: Exile up to two target cards from graveyards.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev             | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Force of Negation</b> (1)(U)(U)<br>Instant<br>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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Gilded Drake</b> (1)(U)<br>Creature -- Drake<br>Flying<br>When this creature enters, exchange control of this creature and up to one target creature an opponent controls. If you don't or can't make an exchange, sacrifice this creature. This ability still resolves if its target becomes illegal.<br>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div><div><div>Harbinger of the Seas</div><div>1UUU</div></div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                              | <div><div><div>Skyclave Apparition</div><div>1WW</div></div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</div><div>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.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Skyclave Apparition</div><div>1WW</div></div><div>Creature -- Kor Spirit</div><div>When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.</div><div>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.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thoughtseize</div><div>B</div></div><div>Sorcery</div><div>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div><div>Yorion, Sky Nomad</div><div>3W/UW/U</div></div><div>Legendary Creature -- Bird Serpent</div><div>Companion -- Your starting deck contains at least twenty cards more than the minimum deck size. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)</div><div>Flying</div><div>When Yorion enters, exile any number of other nonland permanents you own and control. Return those cards to the battlefield at the beginning of the next end step.</div><div>[sideboard]</div><div>4/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |                                                                                                                                                                                                                                                                                               |