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| <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Abhorrent Oculus</div> <div>2U</div> <div>Creature -- Eye</div> <div>As an additional cost to cast this spell, exile six cards from your graveyard.<br/>Flying<br/>At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)</div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Birthing Ritual</div> <div>1G</div> <div>Enchantment</div> <div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div>Birthing Ritual</div> <div>1G</div> <div>Enchantment</div> <div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div>Birthing Ritual</div> <div>1G</div> <div>Enchantment</div> <div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          | <div>Birthing Ritual</div> <div>1G</div> <div>Enchantment</div> <div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>          |

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| <div> <div>Boseiju, Who Endures</div> <div> <div>Legendary Land</div> <div> {T}: Add {G}.<br/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Breeding Pool</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                 | <div> <div>Coiling Oracle</div> <div> <div> <div>G</div> <div>U</div> </div> <div> <div>Creature -- Snake Elf Druid</div> <div> When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand. </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Coiling Oracle</div> <div> <div> <div>G</div> <div>U</div> </div> <div> <div>Creature -- Snake Elf Druid</div> <div> When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand. </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |
| <div> <div>Coiling Oracle</div> <div> <div> <div>G</div> <div>U</div> </div> <div> <div>Creature -- Snake Elf Druid</div> <div> When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand. </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                           | <div> <div>Coiling Oracle</div> <div> <div> <div>G</div> <div>U</div> </div> <div> <div>Creature -- Snake Elf Druid</div> <div> When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand. </div> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Dismember</div> <div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Target creature gets -5/-5 until end of turn. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                   | <div> <div>Dismember</div> <div> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> <div> <div>Instant</div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Target creature gets -5/-5 until end of turn. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                   |

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| <div><div>Endurance</div><div><div>1</div><div>G</div><div>G</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.<br/>Evoke--Exile a green card from your hand.</div><div><div>3/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Essence Flux</div><div><div>U</div></div><div>Instant</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Essence Flux</div><div><div>U</div></div><div>Instant</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Essence Flux</div><div><div>U</div></div><div>Instant</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Essence Flux</div><div><div>U</div></div><div>Instant</div><div>Exile target creature you control, then return that card to the battlefield under its owner's control. If it's a Spirit, put a +1/+1 counter on it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    | <div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div>Flare of Denial</div><div><div>1</div><div>U</div><div>U</div></div><div>Instant</div><div>You may sacrifice a nontoken blue creature rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |

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| <div><div><div>Force of Negation</div><div>①④④</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Negation</div><div>①④④</div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Harbinger of the Seas</div><div>①④④</div></div><div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div>                                                                                                        | <div><div><div>Harbinger of the Seas</div><div>①④④</div></div><div><div>Creature -- Merfolk Wizard</div><div>Nonbasic lands are Islands.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div>                                                                                                        |
| <div><div><div>Hedge Maze</div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    | <div><div><div>Hedge Maze</div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    | <div><div><div>Ice-Fang Coat1</div><div>⑥④</div></div><div><div>Snow Creature -- Snake</div><div>Flash Flying When this creature enters, draw a card. This creature has deathtouch as long as you control at least three other snow permanents.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>1/1</div></div></div> | <div><div><div>Ice-Fang Coat1</div><div>⑥④</div></div><div><div>Snow Creature -- Snake</div><div>Flash Flying When this creature enters, draw a card. This creature has deathtouch as long as you control at least three other snow permanents.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>1/1</div></div></div> |

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| <div><div>Ice-Fang Coat1</div><div><div>G</div><div>U</div></div></div> <div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ice-Fang Coat1</div><div><div>G</div><div>U</div></div></div> <div><div>Snow Creature -- Snake</div><div>Flash<br/>Flying<br/>When this creature enters, draw a card.<br/>This creature has deathtouch as long as you control at least three other snow permanents.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               | <div><div>Misty Rainforest</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                    |
| <div><div>Misty Rainforest</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Misty Rainforest</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                               | <div><div>Otawara, Soaring City</div></div> <div><div>Legendary Land</div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand.<br/>This ability costs {1} less to activate for each legendary creature you control.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Quantum Riddler</div><div><div>3</div><div>U</div><div>U</div></div></div> <div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Quantum Riddler<div><div>3</div><div>U</div><div>U</div></div></div><div>Creature -- Sphinx</div><div>Flying</div><div>When this creature enters, draw a card.</div><div>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.</div><div>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Quantum Riddler<div><div>3</div><div>U</div><div>U</div></div></div><div>Creature -- Sphinx</div><div>Flying</div><div>When this creature enters, draw a card.</div><div>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.</div><div>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Quantum Riddler<div><div>3</div><div>U</div><div>U</div></div></div><div>Creature -- Sphinx</div><div>Flying</div><div>When this creature enters, draw a card.</div><div>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.</div><div>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                    | <div><div>Sink into Stupor<div><div>1</div><div>U</div><div>U</div></div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Sink into Stupor<div><div>1</div><div>U</div><div>U</div></div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sink into Stupor<div><div>1</div><div>U</div><div>U</div></div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sink into Stupor<div><div>1</div><div>U</div><div>U</div></div></div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped.</div><div>{T}: Add {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                 |

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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>{T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                  | <div><div>Subtlety</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Subtlety</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Subtlety</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Subtlety</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Flying<br/>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.<br/>Evoke--Exile a blue card from your hand.</div><div>3/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                      |

## Verdant Catacombs

Land

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

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## Verdant Catacombs

Land

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

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## Verdant Catacombs

Land

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

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## Watery Grave

Land -- Island Swamp

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

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## Consign to Memory (U)

U

Instant

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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## Consign to Memory (U)

U

Instant

**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

## Consign to Memory (U)

U

Instant

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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## Culling Ritual (2)(B)(G)

2 B G

Sorcery

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Culling Ritual</div><div><div>2</div><div>B</div><div>6</div></div></div> <div>Sorcery</div> <div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Endurance</div><div><div>1</div><div>G</div><div>6</div></div></div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>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><div>3/4</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Force of Negation</div><div><div>1</div><div>U</div><div>U</div></div></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>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Harbinger of the Seas</div><div><div>1</div><div>U</div><div>U</div></div></div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div>[sideboard]</div> <div><div>2/2</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                          |
| <div><div>Hurkyl's Recall</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Return all artifacts target player owns to their hand.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                     | <div><div>Hurkyl's Recall</div><div><div>1</div><div>U</div></div></div> <div>Instant</div> <div>Return all artifacts target player owns to their hand.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                               | <div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                     | <div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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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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Counter target creature spell with power or toughness 2 or less.

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