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| <div> <b>Allosaurus Rider</b> 5GG </div> <div> Creature -- Elf Warrior </div> <div> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> </div> <div> 1+*/1+* </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                             | <div> <b>Allosaurus Rider</b> 5GG </div> <div> Creature -- Elf Warrior </div> <div> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> </div> <div> 1+*/1+* </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                             | <div> <b>Allosaurus Rider</b> 5GG </div> <div> Creature -- Elf Warrior </div> <div> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> </div> <div> 1+*/1+* </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                             | <div> <b>Allosaurus Rider</b> 5GG </div> <div> Creature -- Elf Warrior </div> <div> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> </div> <div> 1+*/1+* </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                              |
| <div> <b>Atraxa, Grand Unifier</b> 3GWUB </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> <p>Flying, vigilance, deathtouch, lifelink</p> <p>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.)</p> </div> <div> 7/7 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Atraxa, Grand Unifier</b> 3GWUB </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> <p>Flying, vigilance, deathtouch, lifelink</p> <p>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.)</p> </div> <div> 7/7 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Atraxa, Grand Unifier</b> 3GWUB </div> <div> Legendary Creature -- Phyrexian Angel </div> <div> <p>Flying, vigilance, deathtouch, lifelink</p> <p>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.)</p> </div> <div> 7/7 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Boseiju, Who Endures</b> </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}.</p> <p>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.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |



**G W**

Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1GG

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

[T]: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

[T]: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.

{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.

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| <b>Generous Ent</b> (5)(G)<br>Creature -- Treefolk<br>Reach<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")<br>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Generous Ent</b> (5)(G)<br>Creature -- Treefolk<br>Reach<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")<br>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Generous Ent</b> (5)(G)<br>Creature -- Treefolk<br>Reach<br>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")<br>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)<br><div>5/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                   | <b>Ghalta, Stampede Tyrant</b> (5)(G)(G)(G)<br>Legendary Creature -- Elder Dinosaur<br>Trample<br>When Ghalta enters, put any number of creature cards from your hand onto the battlefield.<br><div>12/12</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Ghalta, Stampede Tyrant</b> (5)(G)(G)(G)<br>Legendary Creature -- Elder Dinosaur<br>Trample<br>When Ghalta enters, put any number of creature cards from your hand onto the battlefield.<br><div>12/12</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                    | <b>Ghalta, Stampede Tyrant</b> (5)(G)(G)(G)<br>Legendary Creature -- Elder Dinosaur<br>Trample<br>When Ghalta enters, put any number of creature cards from your hand onto the battlefield.<br><div>12/12</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                    | <b>Glacier Godmaw</b> (5)(G)(G)<br>Creature -- Leviathan<br>Trample<br>When this creature enters, create a Lander token. (It's an artifact with "{2}, {T}", Sacrifice this token: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.)<br>Landfall -- Whenever a land you control enters, creatures you control get +1/+1 and gain vigilance and haste until end of turn.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Griselbrand</b> (4)(B)(B)(B)(B)<br>Legendary Creature -- Demon<br>Flying, lifelink<br>Pay 7 life: Draw seven cards.<br><div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                        |

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| <div><div><div>Hallowed Fountain</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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>         | <div><div><div>Hedge Maze</div><div>Land -- Forest Island</div><div>{T}: Add {G} 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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hedge Maze</div><div>Land -- Forest Island</div><div>{T}: Add {G} 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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Hooting Mandrills</div><div>Creature -- Ape</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Trample</div></div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>      |
| <div><div><div>Hooting Mandrills</div><div>Creature -- Ape</div><div>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br/>Trample</div></div><div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Misty Rainforest</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 PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div>Misty Rainforest</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 PLAY</div><div>botbox.dev</div></div></div>                                                   | <div><div><div>Misty Rainforest</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 PLAY</div><div>botbox.dev</div></div></div> |

## Misty Rainforest

Land

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

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## Neoform

**G U**

## Sorcery

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional  $+1/+1$  counter on it, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Neoform

**GU**

## Sorcery

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional  $+1/+1$  counter on it, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Neoform

**G U**

Sorcery

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Neoform

**G U**

## Sorcery

As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pact of Negation

①

Instant

Counter target spell.  
At the beginning of your next upkeep, pay  $\{3\}\{U\}\{U\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pact of Negation

①

Instant

Counter target spell.  
At the beginning of your next upkeep, pay  $\{3\}\{U\}\{U\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Planar Genesis

Ⓜ Ⓟ

Instant

Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.

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| <div>Planar Genesis</div> <div> <div>G</div> <div>U</div> </div> <div>Instant</div> <div>Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Planar Genesis</div> <div> <div>G</div> <div>U</div> </div> <div>Instant</div> <div>Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                |
| <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div>Scalding Tarn</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                               | <div>Summoner's Pact</div> <div> <div>9</div> </div> <div>Instant</div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Summoner's Pact</div> <div> <div>9</div> </div> <div>Instant</div> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Summoner's Pact</b> <span>0</span> </div> <div> Instant </div> <div> <p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                | <div> <b>Summoner's Pact</b> <span>0</span> </div> <div> Instant </div> <div> <p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                    | <div> <b>Ureni, the Song Unending</b> <span>5GUR</span> </div> <div> Legendary Creature -- Spirit Dragon </div> <div> <p>Flying, protection from white and from black<br/>When Ureni enters, it deals X damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control, where X is the number of lands you control.</p> </div> <div> <div>10/10</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Xenagos, God of Revels</b> <span>3RG</span> </div> <div> Legendary Enchantment Creature -- God </div> <div> <p>Indestructible<br/>As long as your devotion to red and green is less than seven, Xenagos isn't a creature.<br/>At the beginning of combat on your turn, another target creature you control gains haste and gets +X/+X until end of turn, where X is that creature's power.</p> </div> <div> <div>6/5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Boseiju, Who Endures</b> </div> <div> Legendary Land </div> <div> <p>{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.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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.) Counter target triggered ability or colorless spell.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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.) Counter target triggered ability or colorless spell.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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.) Counter target triggered ability or colorless spell.</p> </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                        |

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| <div><div>Consign to Memory</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.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elesh Norn, Grand Cenobite</div><div>Legendary Creature -- Phyrexian Praetor</div><div>Vigilance<br/>Other creatures you control get +2/+2.<br/>Creatures your opponents control get -2/-2.</div><div>[sideboard]</div><div>4/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Endurance</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>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Vigor</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>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>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                       | <div><div>Orim's Chant</div><div>Instant</div><div>Kicker {W} (You may pay an additional {W} as you cast this spell.)<br/>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Veil of Summer</b> <span>6</span> </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Veil of Summer</b> <span>6</span> </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> | <div> <div> <b>Veil of Summer</b> <span>6</span> </div> <div> Instant <div> <p>Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> </div> |  |
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