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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>( {T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Flooded Strand</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flooded Strand</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              | <div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                              | <div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                 | <div><div>Leyline Binding5W</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |
| <div><div>Leyline Binding5W</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding5W</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding5W</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Guildpact6W6U6B6R6</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. Each nonland permanent you control is all colors. Lands you control are every basic land type in addition to their other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Guildpact (G/W)(G/U)(B/G)(R/G)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lightning Bolt (R)</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Lightning Bolt (R)</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div>Lightning Bolt (R)</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div>Lightning Bolt (R)</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         |

① ②

Trample  
Domain -- Nishoba Brawler's power is  
equal to the number of basic land  
types among lands you control.

**\* / 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Trample  
Domain -- Nishoba Brawler's power is  
equal to the number of basic land  
types among lands you control.

**\* / 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R W

When Phlage enters, sacrifice it unless it escaped.  
Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.  
Escape--**{R}{R}{W}{W}**, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① R W

When Phlage enters, sacrifice it unless it escaped.  
Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.  
Escape-- $\{R\}\{R\}\{W\}\{W\}$ , Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

®

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

**Dash** {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.

**Dash {1}{R}** (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)

**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

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**2/1**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Scion of Draco<div>12</div></div> <div>Artifact Creature -- Dragon</div> <div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/>Flying<br/>Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scion of Draco<div>12</div></div> <div>Artifact Creature -- Dragon</div> <div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/>Flying<br/>Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scion of Draco<div>12</div></div> <div>Artifact Creature -- Dragon</div> <div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/>Flying<br/>Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Scion of Draco<div>12</div></div> <div>Artifact Creature -- Dragon</div> <div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/>Flying<br/>Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Spectral Denial<div>XU</div></div> <div>Instant</div> <div>This spell costs {1} less to cast for each creature you control with power 4 or greater.<br/>Counter target spell unless its controller pays {X}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div>Spectral Denial<div>XU</div></div> <div>Instant</div> <div>This spell costs {1} less to cast for each creature you control with power 4 or greater.<br/>Counter target spell unless its controller pays {X}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div>Steam Vents</div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                         | <div>Stubborn Denial<div>U</div></div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {1}.<br/>Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                           |

U

Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Forest Plains

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

RG

Creature -- Kavu

Domain -- Territorial Kav'u's power and toughness are each equal to the number of basic land types among lands you control.

Whenever this creature attacks, choose one --

- \* Discard a card. If you do, draw a card.
- \* Exile up to one target card from a graveyard.

\* / \*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**R** **G**

Creature -- Kavu

Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control.

Whenever this creature attacks, choose one --

- \* Discard a card. If you do, draw a card.
- \* Exile up to one target card from a graveyard.

---

\* / \*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**RG**

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---

\* / \*

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Whenever this creature attacks, choose one --

- \* Discard a card. If you do, draw a card.
- \* Exile up to one target card from a graveyard.

---

\* / \*

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Island Mountain

(T): Add {U} or {R}.)  
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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tribal Flames

① R

## Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tribal Flames

① R

## Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tribal Flames

①R

## Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tribal Flames

①Ⓡ

Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Nacatl

**G**

Creature -- Cat Warrior

This creature gets +1/+1 as long as you control a Mountain.

This creature gets +1/+1 as long as you control a Plains.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Nacatl

**G**

Creature -- Cat Warrior

This creature gets +1/+1 as long as you control a Mountain.  
This creature gets +1/+1 as long as you control a Plains.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Nacatl

**G**

Creature -- Cat Warrior

This creature gets +1/+1 as long as you control a Mountain.  
This creature gets +1/+1 as long as you control a Plains.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Baalham, Michael - Modern (Axion Now Modern for Goodies)

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 7/10 - 8 cards - 2.5 x 3.5 in each

|                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                             |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</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>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>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>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> |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                            | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                            | <div><div><div>Soul-Guide Lantern</div><div>1</div></div><div>Artifact</div><div>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{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><div><div>Stubborn Denial</div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {1}.<br/>Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                         |
| <div><div><div>Teferi, Time Raveler</div><div>1WU</div></div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>[sideboard]</div><div><div>L4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Teferi, Time Raveler</div><div>1WU</div></div><div>Legendary Planeswalker -- Teferi</div><div>Each opponent can cast spells only any time they could cast a sorcery.<br/>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.<br/>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div><div>[sideboard]</div><div><div>L4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Wear</div><div>1R</div></div><div>Instant</div><div>Destroy target artifact.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div><div><div>----- RIGHT HALF -----</div><div><div>Tear</div><div>W</div></div><div>Instant</div><div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Wear</div><div>1R</div></div><div>Instant</div><div>Destroy target artifact.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div><div><div>----- RIGHT HALF -----</div><div><div>Tear</div><div>W</div></div><div>Instant</div><div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

① ② R

Destroy target artifact.  
Fuse (You may cast one or both halves  
of this card from your hand.)

[sideboard]

W

Destroy target enchantment.  
Fuse (You may cast one or both halves  
of this card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W) (W)

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.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X)(W)(W)

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.

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev