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| <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                        | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Blackcleave Cliffs</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Blightstep Pathway</div><div>Land</div><div>{T}: Add {B}.</div><div>-----<br/>- - - BACK FACE - - -</div><div><div>Searstep Pathway</div><div>Land</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Blooming Marsh</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |

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| <div>Blooming Marsh</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {B} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>   | <div>Callous Sell-Sword 1B</div> <div>Creature -- Human Soldier</div> <div>This creature enters with a +1/+1 counter on it for each creature that died under your control this turn.</div> <div>2/2</div> <div>----- ADVENTURE -----</div> <div>Burn Together R</div> <div>Sorcery -- Adventure</div> <div>Target creature you control deals damage equal to its power to any other target. Then sacrifice it.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Chancellor of the Tangle 4GGG</div> <div>Creature -- Phyrexian Beast</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}.<br/>Reach, vigilance</div> <div>6/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Chancellor of the Tangle 4GGG</div> <div>Creature -- Phyrexian Beast</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}.<br/>Reach, vigilance</div> <div>6/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Copperline Gorge</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {R} or {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                 | <div>Cosmogoyf BG</div> <div>Creature -- Elemental Lhurgoyf</div> <div>Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1.</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                         | <div>Cosmogoyf BG</div> <div>Creature -- Elemental Lhurgoyf</div> <div>Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1.</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                         |

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| <div>Cosmogoyf (B)(G)</div> <div>Creature -- Elemental Lhurgoyf</div> <div>Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1.</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                   | <div>Cosmogoyf (B)(G)</div> <div>Creature -- Elemental Lhurgoyf</div> <div>Cosmogoyf's power is equal to the number of cards you own in exile and its toughness is equal to that number plus 1.</div> <div>*/1+*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                   | <div>Darkbore Pathway</div> <div>Land</div> <div>{T}: Add {B}.</div> <div>----- BACK FACE -----</div> <div>Slitherbore Pathway</div> <div>Land</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                            | <div>Devourer of Destiny (5)(C)(C)</div> <div>Creature -- Eldrazi</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest. When you cast this spell, exile target permanent that's one or more colors.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                 |
| <div>Devourer of Destiny (5)(C)(C)</div> <div>Creature -- Eldrazi</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest. When you cast this spell, exile target permanent that's one or more colors.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Devourer of Destiny (5)(C)(C)</div> <div>Creature -- Eldrazi</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest. When you cast this spell, exile target permanent that's one or more colors.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Devourer of Destiny (5)(C)(C)</div> <div>Creature -- Eldrazi</div> <div>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest. When you cast this spell, exile target permanent that's one or more colors.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Disciple of Freyalise (3)(G)(G)(G)</div> <div>Creature -- Elf Druid</div> <div>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</div> <div>3/3</div> <div>----- BACK FACE -----</div> <div>Garden of Freyalise</div> <div>Land</div> <div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Disciple of Freyalise</div><div>3GGG</div></div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</div><div>3/3</div><div>----- BACK FACE -----</div><div><div>Garden of Freyalise</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gemstone Caverns</div><div>Legendary Land</div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gemstone Caverns</div><div>Legendary Land</div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Gemstone Caverns</div><div>Legendary Land</div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div><div>Gemstone Caverns</div><div>Legendary Land</div><div>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.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                | <div><div>Gemstone Mine</div><div>Land</div><div>This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div><div>Gemstone Mine</div><div>Land</div><div>This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div><div>Gemstone Mine</div><div>Land</div><div>This land enters with three mining counters on it. {T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  |

## Gemstone Mine

Land

This land enters with three mining counters on it.

{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pact of Negation

©

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

©

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

## 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

## Plunge into Darkness ①Ⓑ

① ②

Instant

Choose one --

- \* Sacrifice any number of creatures. You gain 3 life for each creature sacrificed this way.
- \* Pay any amount of life, then look at that many cards from the top of your library. Put one of those cards into your hand and exile the rest. Entwine {B} (Choose both if you pay the entwine cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Plunge into Darkness ①(B)

① ②

Instant

Choose one --

- \* Sacrifice any number of creatures. You gain 3 life for each creature sacrificed this way.
- \* Pay any amount of life, then look at that many cards from the top of your library. Put one of those cards into your hand and exile the rest.

Entwine {B} (Choose both if you pay the entwine cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Plunge into Darkness ①②

① B

Instant

Choose one --

- \* Sacrifice any number of creatures. You gain 3 life for each creature sacrificed this way.
- \* Pay any amount of life, then look at that many cards from the top of your library. Put one of those cards into your hand and exile the rest.

Entwine {B} (Choose both if you pay the entwine cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 B

Choose one --

- \* Sacrifice any number of creatures. You gain 3 life for each creature sacrificed this way.
- \* Pay any amount of life, then look at that many cards from the top of your library. Put one of those cards into your hand and exile the rest.

Entwine {B} (Choose both if you pay the entwine cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, your life total becomes 26.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, your life total becomes 26.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

**{T}: Add {C}.**  
Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

{T}: Add {C}.  
Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

{T}: Add {C}.  
Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

③

{T}: Add {C}.

Any time you could mulligan and this card is in your hand, you may exile all the cards from your hand, then draw that many cards. (You can do this in addition to taking mulligans.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards.

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| <div><div>Spoils of the Vault</div><div>B</div><div>Instant</div><div>Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spoils of the Vault</div><div>B</div><div>Instant</div><div>Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spoils of the Vault</div><div>B</div><div>Instant</div><div>Choose a card name. Reveal cards from the top of your library until you reveal a card with that name, then put that card into your hand. Exile all other cards revealed this way, and you lose 1 life for each of the exiled cards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Summoner's Pact</div><div>0</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> |
| <div><div>Summoner's Pact</div><div>0</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>                                                    | <div><div>Summoner's Pact</div><div>0</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>                                                    | <div><div>Summoner's Pact</div><div>0</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>                                                    | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div>({T}: Add {B}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                |

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| <div><div>Thud</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Thud deals damage equal to the sacrificed creature's power to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                               | <div><div>Thud</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Thud deals damage equal to the sacrificed creature's power to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                               | <div><div>Thud</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Thud deals damage equal to the sacrificed creature's power to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      | <div><div>Thud</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Thud deals damage equal to the sacrificed creature's power to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                      |
| <div><div>Chancellor of the Annex</div><div>Creature -- Phyrexian Angel</div><div>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}. Flying Whenever an opponent casts a spell, counter it unless that player pays {1}. [sideboard]</div><div>5/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chancellor of the Annex</div><div>Creature -- Phyrexian Angel</div><div>You may reveal this card from your opening hand. If you do, when each opponent casts their first spell of the game, counter that spell unless that player pays {1}. Flying Whenever an opponent casts a spell, counter it unless that player pays {1}. [sideboard]</div><div>5/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chancellor of the Tangle</div><div>Creature -- Phyrexian Beast</div><div>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance [sideboard]</div><div>6/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Chancellor of the Tangle</div><div>Creature -- Phyrexian Beast</div><div>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance [sideboard]</div><div>6/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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| <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>([T]): Add [G].)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        | <div><div><div>Leyline of Sanctity (2)(W)(W)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of Sanctity (2)(W)(W)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Pyroclasm (1)(R)</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            |
| <div><div><div>Pyroclasm (1)(R)</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Temur Battle Rage (1)(R)</div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Temur Battle Rage (1)(R)</div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Temur Battle Rage (1)(R)</div><div>Instant</div><div>Target creature gains double strike until end of turn.<br/>Ferocious -- That creature also gains trample until end of turn if you control a creature with power 4 or greater.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Veil of Summer</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Veil of Summer</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Veil of Summer</div><div>Instant</div><div>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.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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