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| <b>Badgermole Cub</b> 16<br>Creature -- Badger Mole<br>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br>Whenever you tap a creature for mana, add an additional {G}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Badgermole Cub</b> 16<br>Creature -- Badger Mole<br>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br>Whenever you tap a creature for mana, add an additional {G}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Badgermole Cub</b> 16<br>Creature -- Badger Mole<br>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br>Whenever you tap a creature for mana, add an additional {G}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Badgermole Cub</b> 16<br>Creature -- Badger Mole<br>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br>Whenever you tap a creature for mana, add an additional {G}.<br>2/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Birds of Paradise</b> 6<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br>0/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                | <b>Birds of Paradise</b> 6<br>Creature -- Bird<br>Flying<br>{T}: Add one mana of any color.<br>0/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                | <b>Craterhoof Behemoth</b> 5666<br>Creature -- Beast<br>Haste<br>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.<br>5/5<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                            | <b>Delighted Halfling</b> 6<br>Creature -- Halfling Citizen<br>{T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.<br>1/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                         |



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| <div><div>Duskwatch Recruiter</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Human Warrior Werewolf</div><div><div>{2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div><div>At the beginning of each upkeep, if no spells were cast last turn, transform this creature.</div></div><div><div>2/2</div></div><div><div>----- BACK FACE -----</div><div><div>Krallenhorde Howler</div><div>Creature -- Werewolf</div><div><div>Creature spells you cast cost {1} less to cast.</div><div>At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature.</div></div><div><div>3/3</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div>Fiend Artisan</div><div><div>B/G</div><div>B/G</div></div></div> <div><div>Creature -- Nightmare</div><div><div>This creature gets +1/+1 for each creature card in your graveyard.</div><div>{X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.</div></div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                              | <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                              |
| <div><div>Forest</div></div> <div><div>Basic Land -- Forest</div><div><div>{T}: Add {G}.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div> <div><div>Sorcery</div><div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                | <div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div> <div><div>Sorcery</div><div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div> <div><div>Sorcery</div><div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div><div>Horizon Canopy</div><div></div></div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                        | <div><div><div>Leyline of Abundance</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you tap a creature for mana, add an additional {G}. {6}{G}{G}: Put a +1/+1 counter on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of Abundance</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you tap a creature for mana, add an additional {G}. {6}{G}{G}: Put a +1/+1 counter on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Leyline of Abundance</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you tap a creature for mana, add an additional {G}. {6}{G}{G}: Put a +1/+1 counter on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of Abundance</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you tap a creature for mana, add an additional {G}. {6}{G}{G}: Put a +1/+1 counter on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Misty Rainforest</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 | <div><div><div>Misty Rainforest</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                 |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nature's Rhythm <div>XGG</div></div> <div>Sorcery</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nature's Rhythm <div>XGG</div></div> <div>Sorcery</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Nature's Rhythm <div>XGG</div></div> <div>Sorcery</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <div>Nurturing Peatland</div> <div>Land</div> <div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                | <div>Ouroboroid <div>2GG</div></div> <div>Creature -- Plant Wurm</div> <div>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                          | <div>Ouroboroid <div>2GG</div></div> <div>Creature -- Plant Wurm</div> <div>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                          | <div>Ouroboroid <div>2GG</div></div> <div>Creature -- Plant Wurm</div> <div>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                          |

### Overgrown Tomb

Land -- Swamp Forest

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

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### Overgrown Tomb

Land -- Swamp Forest

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

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Quirion Ranger 

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Quirion Ranger (G)

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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## Shang-Chi, Master of Kung Fu (1)(G)

Legendary Creature -- Human Warrior Hero

You may activate abilities of creatures you control as though those creatures had haste.

{T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shang-Chi, Master of Kung Fu (1)(G)

Legendary Creature -- Human Warrior Hero

You may activate abilities of creatures you control as though those creatures had haste.

{T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shang-Chi, Master of Kung Fu (1)(G)

Legendary Creature -- Human Warrior Hero

You may activate abilities of creatures you control as though those creatures had haste.

{T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Springheart Nantuko ①⑥

Enchantment Creature -- Insect Monk

Bestow {1}{G}  
Enchanted creature gets +1/+1.  
Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

1/1

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| <div> <b>Springheart Nantuko</b> <div> <div>1</div> <div>G</div> </div> </div> <div>           Enchantment Creature -- Insect Monk         </div> <div> <p>Bestow {1}{G}</p> <p>Enchanted creature gets +1/+1.</p> <p>Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</p> </div> <div> <div>1/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Summoner's Pact</b> <div> <div>0</div> </div> </div> <div>           Instant         </div> <div> <p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</p> <p>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>Temple Garden</b> </div> <div>           Land -- Forest Plains         </div> <div> <p>({T}: Add {G} or {W}.)</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 PLAY           botbox.dev         </div>              | <div> <b>Tyvar, the Pummeler</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>           Legendary Creature -- Elf Warrior         </div> <div> <p>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.</p> <p>{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</p> </div> <div> <div>3/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Underground Mortuary</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>({T}: Add {B} or {G}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                                        | <div> <b>Verdant Catacombs</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                       | <div> <b>Verdant Catacombs</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Vizier of Remedies</b> <div> <div>1</div> <div>W</div> </div> </div> <div>           Creature -- Human Cleric         </div> <div> <p>If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead.</p> </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                         |

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| <div>Walking Ballista (X)(X)</div> <div>Artifact Creature -- Construct</div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                  | <div>Windswept Heath</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                           | <div>Wooded Foothills</div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                        |
| <div>Abrupt Decay (B)(G)</div> <div>Instant</div> <div> <p>This spell can't be countered.</p> <p>Destroy target nonland permanent with mana value 3 or less.</p> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                             | <div>Boseiju, Who Endures</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> <p>[sideboard]</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Endurance (1)(G)(G)</div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Reach</p> <p>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.</p> <p>Evoked--Exile a green card from your hand.</p> <p>[sideboard]</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Endurance (1)(G)(G)</div> <div>Creature -- Elemental Incarnation</div> <div> <p>Flash</p> <p>Reach</p> <p>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.</p> <p>Evoked--Exile a green card from your hand.</p> <p>[sideboard]</p> </div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <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>Ghost Vacuum</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ghost Vacuum</div><div>Artifact</div><div>{T}: Exile target card from a graveyard.<br/>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Heroic Intervention</div><div>Instant</div><div>Permanents you control gain hexproof and indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Heroic Intervention</div><div>Instant</div><div>Permanents you control gain hexproof and indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Heroic Intervention</div><div>Instant</div><div>Permanents you control gain hexproof and indestructible until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               | <div><div>Trinisphere</div><div>Artifact</div><div>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   |

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| <div> <div>Trinisphere</div> <div>3</div> </div> <div>Artifact</div> <div> <p>As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div>6</div> </div> <div>Instant</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div>6</div> </div> <div>Instant</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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