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| <b>Arboreal Grazer</b> <span>(G)</span><br>Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Arboreal Grazer</b> <span>(G)</span><br>Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                          | <b>Arboreal Grazer</b> <span>(G)</span><br>Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                          | <b>Arboreal Grazer</b> <span>(G)</span><br>Creature -- Sloth Beast<br><hr/> Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                          |
| <b>Breeding Pool</b><br>Land -- Forest Island<br><hr/> ({T}: Add {G} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                          | <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span><br>Instant<br><hr/> Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span><br>Instant<br><hr/> Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span><br>Instant<br><hr/> Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Chord of Calling</div><div>XGGG</div></div><div>Instant</div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Craterhoof Behemoth</div><div>5GGG</div></div><div>Creature -- Beast</div><div>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.</div><div>5/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dryad Arbor</div></div><div>Land Creature -- Forest Dryad</div><div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Endurance</div><div>1GGG</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                    | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                         |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Green Sun's Zenith (X)(G)</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>Green Sun's Zenith (X)(G)</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>Green Sun's Zenith (X)(G)</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> |

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| <div> <b>Green Sun's Zenith</b> <span>(X)(G)</span> </div> <div>Sorcery</div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Hedge Maze</b> </div> <div>Land -- Forest Island</div> <div> <p>([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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Hedge Maze</b> </div> <div>Land -- Forest Island</div> <div> <p>([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.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Insidious Fungus</b> <span>(G)</span> </div> <div>Creature -- Fungus</div> <div> <p>[2], Sacrifice this creature: Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.</li> </ul> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Island</b> </div> <div>Basic Land -- Island</div> <div> <p>([T]): Add [U].)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                            | <div> <b>Lotus Cobra</b> <span>(1)(G)</span> </div> <div>Creature -- Snake</div> <div> <p>Landfall -- Whenever a land you control enters, add one mana of any color.</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                 | <div> <b>Misty Rainforest</b> </div> <div>Land</div> <div> <p>[T], Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                     | <div> <b>Misty Rainforest</b> </div> <div>Land</div> <div> <p>[T], Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Nissa, Resurgent Animist** (2)(G)

Legendary Creature -- Elf Scout

**Landfall** -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nissa, Resurgent Animist (2)(G)

Legendary Creature -- Elf Scout

Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Nissa, Resurgent Animist** (2)(G)

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3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Risen Reef** (1)(G)(U)

Creature -- Elemental

Whenever this creature or another Elemental you control enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. If you don't put the card onto the battlefield, put it into your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Risen Reef (1)(G)(U)

Creature -- Elemental

Whenever this creature or another Elemental you control enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. If you don't put the card into the battlefield, put it into your hand.

1/1

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| <div> <div>Risen Reef</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental</div> <div> Whenever this creature or another Elemental you control enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. If you don't put the card onto the battlefield, put it into your hand. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                           | <div> <div>Risen Reef</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental</div> <div> Whenever this creature or another Elemental you control enters, look at the top card of your library. If it's a land card, you may put it onto the battlefield tapped. If you don't put the card onto the battlefield, put it into your hand. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                           | <div> <div>Springheart Nantuko</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Insect Monk</div> <div> Bestow {1}{G}<br/> Enchanted creature gets +1/+1.<br/> 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. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Springheart Nantuko</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Insect Monk</div> <div> Bestow {1}{G}<br/> Enchanted creature gets +1/+1.<br/> 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. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Springheart Nantuko</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Insect Monk</div> <div> Bestow {1}{G}<br/> Enchanted creature gets +1/+1.<br/> 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. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Springheart Nantuko</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Insect Monk</div> <div> Bestow {1}{G}<br/> Enchanted creature gets +1/+1.<br/> 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. </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sylvan Safekeeper</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.) </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                          | <div> <div>Titania, Protector of Argoth</div> <div> <div>3</div> <div>G</div> <div>G</div> </div> </div> <div> <div>Legendary Creature -- Elemental</div> <div> When Titania enters, return target land card from your graveyard to the battlefield.<br/> Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token. </div> <div> <div>5/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                            |

## Verdant Catacombs

Land

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

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## Verdant Catacombs

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## Verdant Catacombs

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

Creature -- Plant Wall

Defender

Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Creature -- Plant Wall

Defender

Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Creature -- Plant Wall

Defender

Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.

0/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    |
| <div><div>Collector Ouphe</div><div>①⑥</div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                | <div><div>Consign to Memory</div><div>①U</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>Consign to Memory</div><div>①U</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>Consign to Memory</div><div>①U</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> |

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| <div> <div>Consign to Memory</div> <div>U</div> </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>Endurance</div> <div>1GG</div> </div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Endurance</div> <div>1GG</div> </div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Endurance</div> <div>1GG</div> </div> <div>Creature -- Elemental Incarnation</div> <div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.</div> <div>[sideboard]</div> <div>3/4PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            |
| <div> <div>Force of Vigor</div> <div>2GG</div> </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>Force of Vigor</div> <div>2GG</div> </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>Harbinger of the Seas</div> <div>1UU</div> </div> <div>Creature -- Merfolk Wizard</div> <div>Nonbasic lands are Islands.</div> <div>[sideboard]</div> <div>2/2PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                           | <div> <div>Veil of Summer</div> <div>G</div> </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> |

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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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