

## Adarkar Wastes

Land

{T}: Add {C}.  
{T}: Add {W} or {U}. This land deals  
1 damage to you.

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## Beza, the Bounding Spring (2)(W)(W)

Legendary Creature -- Elemental Elk

When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.

4/5

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4/5

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**Day of Judgment** (2)(W)(W)

## Sorcery

Destroy all creatures.

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## Demolition Field

Land

**{T}: Add {C}.**  
**{2}, {T}, Sacrifice this land:**  
 Destroy target nonbasic land an  
 opponent controls. That land's  
 controller may search their library  
 for a basic land card, put it onto  
 the battlefield, then shuffle. You  
 may search your library for a basic  
 land card, put it onto the  
 battlefield, then shuffle.

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Destroy target nonbasic land an  
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| <div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Elspeth's Smite</div><div>Instant</div><div>Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div>Floodfarm Verge</div><div>Land</div><div>{T}: Add {W}.<br/>{T}: Add {U}. Activate only if you control a Plains or an Island.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 |

## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

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## Fountainport

Land

```
{T}: Add {C}.
{2}, {T}, Sacrifice a token: Draw a card.
{3}, {T}, Pay 1 life: Create a 1/1 blue Fish creature token.
{4}, {T}: Create a Treasure token.
```

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## Get Lost

① ② W

Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")

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## Get Lost

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Instant

Destroy target creature, enchantment, or planeswalker. Its controller creates two map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explodes. Activate only as a sorcery.")

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④ ⑤ ⑤

Creature -- Whale

```
Flash
Ward {2}
This creature enters tapped unless
it's your turn.
```

6/6

- - - ADVENTURE - - -

①②

Instant - - Adventure

The owner of target attacking creature you don't control puts it on their choice of the top or bottom of their library.

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## Island

Basic Land -- Island

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

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## Island

Basic Land -- Island

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

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Playtest cards - DJkidinfinite13, ? - Standard (Saturday STANDARD Feb 15: Winner takes all

sheet 3/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <div><div>Jace, the Perfected Mind (2)(U)(UP)</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Jace, the Perfected Mind (2)(U)(UP)</div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                       | <div><div>Meticulous Archive</div><div>Land -- Plains Island</div><div>({T}: Add {W} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                       | <div><div>No More Lies (W)(U)</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div>No More Lies (W)(U)</div><div>Instant</div><div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   |

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| <div> <div>No More Lies</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                           | <div> <div>No More Lies</div> <div> <div>W</div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target spell unless its controller pays {3}. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                           | <div> <div>Overlord of the Mistmoors</div> <div> <div>5</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Avatar Horror</div> <div> <div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</div> <div>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Overlord of the Mistmoors</div> <div> <div>5</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Enchantment Creature -- Avatar Horror</div> <div> <div>Impending 4--{2}{W}{W} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</div> <div>Whenever this permanent enters or attacks, create two 2/1 white Insect creature tokens with flying.</div> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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| <div>Plains</div> <div>Basic Land -- Plains</div> <div>{T}: Add {W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div>Restless Anchorage</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Restless Anchorage</div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {W} or {U}.<br/>{1}{W}{U}: Until end of turn, this land becomes a 2/3 white and blue Bird creature with flying. It's still a land.<br/>Whenever this land attacks, create a Map token.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                  |
| <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                   | <div>Seachrome Coast</div> <div>Land</div> <div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {W} or {U}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                   | <div>Soul Partition</div> <div>Instant</div> <div>Exile target nonland permanent. For as long as that card remains exiled, its owner may play it. A spell cast by an opponent this way costs {2} more to cast.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Split Up<div>1WW</div></div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Split Up<div>1WW</div></div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Split Up<div>1WW</div></div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Split Up<div>1WW</div></div><div>Sorcery</div><div>Choose one --<br/>* Destroy all tapped creatures.<br/>* Destroy all untapped creatures.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                            |
| <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunfall<div>3WW</div></div><div>Sorcery</div><div>Exile all creatures. Incubate X, where X is the number of creatures exiled this way. (Create an Incubator token with X +1/+1 counters on it and "{2}: Transform this token." It transforms into a 0/0 Phyrexian artifact creature.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                             | <div> <b>Three Steps Ahead</b> <span>U</span> </div> <div>Instant</div> <div> <p>Spree (Choose one or more additional costs.)</p> <p>+ {1}{U} -- Counter target spell.</p> <p>+ {3} -- Create a token that's a copy of target artifact or creature you control.</p> <p>+ {2} -- Draw two cards, then discard a card.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Authority of the Consuls</b> <span>W</span> </div> <div>Enchantment</div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                               | <div> <b>Authority of the Consuls</b> <span>W</span> </div> <div>Enchantment</div> <div> <p>Creatures your opponents control enter tapped.</p> <p>Whenever a creature an opponent controls enters, you gain 1 life.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                               | <div> <b>Beza, the Bounding Spring</b> <span>2WW</span> </div> <div>           Legendary Creature -- Elemental Elk         </div> <div> <p>When Beza enters, create a Treasure token if an opponent controls more lands than you. You gain 4 life if an opponent has more life than you. Create two 1/1 blue Fish creature tokens if an opponent controls more creatures than you. Draw a card if an opponent has more cards in hand than you.</p> <p>[sideboard]</p> </div> <div> <div>4/5</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Change the Equation</b> <span>1U</span> </div> <div>Instant</div> <div> <p>Choose one --</p> <p>* Counter target spell with mana value 2 or less.</p> <p>* Counter target red or green spell with mana value 6 or less.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                  |

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| <div><div>Change the Equation</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Counter target spell with mana value 2 or less.<br/>* Counter target red or green spell with mana value 6 or less.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Get Lost</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Jace, the Perfected Mind</div><div><div>2</div><div>U</div><div>UP</div></div></div> <div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>[sideboard]</div></div> <div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Jace, the Perfected Mind</div><div><div>2</div><div>U</div><div>UP</div></div></div> <div><div>Legendary Planeswalker -- Jace</div><div>Completed ({U/P} can be paid with {U} or 2 life. If life was paid, this planeswalker enters with two fewer loyalty counters.)<br/>[+1]: Until your next turn, up to one target creature gets -3/-0.<br/>[-2]: Target player mills three cards. Then if a graveyard has twenty or more cards in it, you draw three cards. Otherwise, you draw a card.<br/>[-X]: Target player mills three times X cards.</div><div>[sideboard]</div></div> <div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Joust Through</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Joust Through deals 3 damage to target attacking or blocking creature. You gain 1 life.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                      | <div><div>Negate</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                             | <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                        | <div><div>Rest in Peace</div><div><div>1</div><div>W</div></div></div> <div><div>Enchantment</div><div>When this enchantment enters, exile all graveyards.<br/>If a card or token would be put into a graveyard from anywhere, exile it instead.</div><div>[sideboard]</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                                        |

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| <div> <div> Wilt-Leaf Liege <div> <div>1</div> <div>6/W</div> <div>6/W</div> <div>6/W</div> </div> </div> <div> <div> Creature -- Elf Knight </div> <div> ({G/W} can be paid with either {G} or {W}.)<br/> Other green creatures you control get +1/+1.<br/> Other white creatures you control get +1/+1.<br/> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. </div> <div> <div>[sideboard]</div> <div>4/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> Wilt-Leaf Liege <div> <div>1</div> <div>6/W</div> <div>6/W</div> <div>6/W</div> </div> </div> <div> <div> Creature -- Elf Knight </div> <div> ({G/W} can be paid with either {G} or {W}.)<br/> Other green creatures you control get +1/+1.<br/> Other white creatures you control get +1/+1.<br/> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. </div> <div> <div>[sideboard]</div> <div>4/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> </div> </div> | <div> <div> Wilt-Leaf Liege <div> <div>1</div> <div>6/W</div> <div>6/W</div> <div>6/W</div> </div> </div> <div> <div> Creature -- Elf Knight </div> <div> ({G/W} can be paid with either {G} or {W}.)<br/> Other green creatures you control get +1/+1.<br/> Other white creatures you control get +1/+1.<br/> If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard. </div> <div> <div>[sideboard]</div> <div>4/4</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> </div> </div> |  |
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