

**G**

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When this creature enters, you may put a land card from your hand onto the battlefield tapped.

0/3

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## Legendary Land

{T}: Add {G}.  
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.

2/4

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2G

You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.

2/4

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| <div><div><div>Flagstones of Trokair</div><div>Legendary Land</div><div><div><div>{T}: Add {W}.</div><div>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div>Flagstones of Trokair</div><div>Legendary Land</div><div><div><div>{T}: Add {W}.</div><div>When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div><div><div>{T}: Add {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                             | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div><div><div>{T}: Add {G}.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                               |
| <div><div><div>Glarb, Calamity's Augur</div><div>B G U</div><div>Legendary Creature -- Frog Wizard Noble</div><div><div><div>Deathtouch</div><div>You may look at the top card of your library any time.</div><div>You may play lands and cast spells with mana value 4 or greater from the top of your library.</div><div>{T}: Surveil 2.</div></div></div></div><div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Godless Shrine</div><div>Land -- Plains Swamp</div><div><div><div>{T}: Add {W} or {B}.</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                            | <div><div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div><div><div>{T}: Add {W}, {B}, or {G}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div><div><div>{T}: Add {G}, {U}, or {R}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Leyline Binding</div><div>5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</div><div>5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</div><div>5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</div><div>5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Lush Portico</div><div></div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (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>Malevolent Rumble</div><div>1G</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Malevolent Rumble</div><div>1G</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div>Malevolent Rumble</div><div>1G</div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |

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| <b>Malevolent Rumble</b> (1)(G)<br><hr/> Sorcery<br><hr/> Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." | <b>Overgrown Tomb</b><br><hr/> Land -- Swamp Forest<br><hr/> ({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                       | <b>Plains</b><br><hr/> Basic Land -- Plains<br><hr/> ({T}: Add {W}.)                                                                                                                                  | <b>Prismatic Ending</b> (X)(W)<br><hr/> Sorcery<br><hr/> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.                                                                                   |
| <b>Prismatic Ending</b> (X)(W)<br><hr/> Sorcery<br><hr/> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.                                                                                         | <b>Prismatic Ending</b> (X)(W)<br><hr/> Sorcery<br><hr/> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. | <b>Prismatic Ending</b> (X)(W)<br><hr/> Sorcery<br><hr/> Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell. | <b>Prosperous Innkeeper</b> (1)(G)<br><hr/> Creature -- Halfling Citizen<br><hr/> When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br>Whenever another creature you control enters, you gain 1 life. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                         | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                 | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                 | <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                    |

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| <b>Prosperous Innkeeper</b> ①⑥<br>Creature -- Halfling Citizen<br>When this creature enters, create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br>Whenever another creature you control enters, you gain 1 life.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                      | <b>Ramunap Excavator</b> ②⑥<br>Creature -- Snake Cleric<br>You may play lands from your graveyard.<br><div>2/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                             | <b>Savai Triome</b><br>Land -- Mountain Plains Swamp<br>({T}: Add {R}, {W}, or {B}.)<br>This land enters tapped.<br>Cycling {3} ({3}, Discard this card: Draw a card.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                         | <b>Shadowspear</b> ①<br>Legendary Artifact -- Equipment<br>Equipped creature gets +1/+1 and has trample and lifelink.<br>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.<br>Equip {2}<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Shifting Woodland</b><br>Land<br>This land enters tapped unless you control a Forest.<br>{T}: Add {G}.<br>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Six</b> ②⑥<br>Legendary Creature -- Treefolk<br>Reach<br>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.<br>During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Springbloom Druid</b> ②⑥<br>Creature -- Elf Druid<br>When this creature enters, you may sacrifice a land. If you do, search your library for up to two basic land cards, put them onto the battlefield tapped, then shuffle.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Temple Garden</b><br>Land -- Forest Plains<br>({T}: Add {G} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                              |

Playtest cards - Diegoayala222 - Modern (8° Torneio - 11ª Liga Arena Guardians)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>The Necrobloom</div> <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Creature -- Plant</div> <div> <div>Landfall -- Whenever a land you control enters, create a 0/1 green Plant creature token. If you control seven or more lands with different names, create a 2/2 black Zombie creature token instead. Land cards in your graveyard have dredge 2. (You may return a land card from your graveyard to your hand and mill two cards instead of drawing a card.)</div> <div>2/7</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Necrobloom</div> <div> <div>1</div> <div>W</div> <div>B</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Creature -- Plant</div> <div> <div>Landfall -- Whenever a land you control enters, create a 0/1 green Plant creature token. If you control seven or more lands with different names, create a 2/2 black Zombie creature token instead. Land cards in your graveyard have dredge 2. (You may return a land card from your graveyard to your hand and mill two cards instead of drawing a card.)</div> <div>2/7</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <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> <div>Legendary Creature -- Elemental</div> <div> <div>When Titania enters, return target land card from your graveyard to the battlefield. Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token.</div> <div>5/3</div> </div> </div> <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> <div>Legendary Creature -- Elemental</div> <div> <div>When Titania enters, return target land card from your graveyard to the battlefield. Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token.</div> <div>5/3</div> </div> </div> <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> <div>Legendary Creature -- Elemental</div> <div> <div>When Titania enters, return target land card from your graveyard to the battlefield. Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token.</div> <div>5/3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                            |

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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Valakut, the Molten Pinnacle</div><div>Land</div><div>This land enters tapped. Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target.<br/>{T}: Add {R}.</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>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>                                                                 |

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| <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                    | <div>Zuran Orb</div> <div>Artifact</div> <div>Sacrifice a land: You gain 2 life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                        |
| <div>Bojuka Bog</div> <div>Land</div> <div>This land enters tapped. When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                 | <div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.<br/>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Endurance</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>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Endurance</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>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

2GG

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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Choose one --
* Each opponent sacrifices an
  artifact of their choice.
* Each opponent sacrifices an
  enchantment of their choice.
* Each opponent sacrifices a
  creature with flying of their
  choice.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Choose one --

- \* Each opponent sacrifices an artifact of their choice.
- \* Each opponent sacrifices an enchantment of their choice.
- \* Each opponent sacrifices a creature with flying of their choice.

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①

{T}: Target player exiles a card from their graveyard.  
{1}, Exile this artifact: Exile all graveyards. Draw a card.

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①

```
{T}: Target player exiles a card
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{1}, Exile this artifact: Exile all
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BP

{B/P} can be paid with either {B} or 2 life.)  
Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.

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| <div> <div>Surgical Extraction</div> <div>BP</div> </div> <div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div>G</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div>G</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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