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| <p><b>Allosaurus Rider</b> (5)(G)(G)</p> <p>Creature -- Elf Warrior</p> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> <p>1+*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                 | <p><b>Allosaurus Rider</b> (5)(G)(G)</p> <p>Creature -- Elf Warrior</p> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> <p>1+*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                              | <p><b>Allosaurus Rider</b> (5)(G)(G)</p> <p>Creature -- Elf Warrior</p> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> <p>1+*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Allosaurus Rider</b> (5)(G)(G)</p> <p>Creature -- Elf Warrior</p> <p>You may exile two green cards from your hand rather than pay this spell's mana cost. Allosaurus Rider's power and toughness are each equal to 1 plus the number of lands you control.</p> <p>1+*/1+*</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Atraxa, Grand Unifier</b> (3)(G)(W)(U)(B)</p> <p>Legendary Creature -- Phyrexian Angel</p> <p>Flying, vigilance, deathtouch, lifelink</p> <p>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</p> <p>7/7</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>({T}: Add {G} or {U}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                              | <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>({T}: Add {G} or {U}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                              |

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| <div> <b>Bridgeworks Battle</b> <span>26</span> </div> <div>Sorcery</div> <div> <p>Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)</p> </div> <div> <div>-----</div> <div>BACK FACE</div> </div> <div> <b>Tanglespan Bridgeworks</b> </div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</p> </div> <div> <div>6/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Chancellor of the Tangle</b> <span>4GGG</span> </div> <div>Creature -- Phyrexian Beast</div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance</p> </div> <div> <div>6/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                   | <div> <b>Chancellor of the Tangle</b> <span>4GGG</span> </div> <div>Creature -- Phyrexian Beast</div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance</p> </div> <div> <div>6/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                   | <div> <b>Chancellor of the Tangle</b> <span>4GGG</span> </div> <div>Creature -- Phyrexian Beast</div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance</p> </div> <div> <div>6/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                   |
| <div> <b>Chancellor of the Tangle</b> <span>4GGG</span> </div> <div>Creature -- Phyrexian Beast</div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first main phase of the game, add {G}. Reach, vigilance</p> </div> <div> <div>6/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                       | <div> <b>Consign to Memory</b> <span>U</span> </div> <div>Instant</div> <div> <p>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.</p> </div> <div> <div>6/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Consign to Memory</b> <span>U</span> </div> <div>Instant</div> <div> <p>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.</p> </div> <div> <div>6/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Consign to Memory</b> <span>U</span> </div> <div>Instant</div> <div> <p>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.</p> </div> <div> <div>6/7</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div><div><div>Consign to Memory</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><div><div>3/3</div></div><div><div>Disciple of Freyalise</div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</div></div><div><div>3/3</div></div><div><div>Garden of Freyalise</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Disciple of Freyalise</div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</div></div><div><div>3/3</div></div><div><div>Garden of Freyalise</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Disciple of Freyalise</div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</div></div><div><div>3/3</div></div><div><div>Garden of Freyalise</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Disciple of Freyalise</div><div>Creature -- Elf Druid</div><div>When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.</div></div><div><div>3/3</div></div><div><div>Garden of Freyalise</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {G}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Eldritch Evolution</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                    | <div><div><div>Eldritch Evolution</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Eldritch Evolution</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           | <div><div><div>Eldritch Evolution</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                           |

①GG

Flash  
Reach  
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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G G G

**Trample**  
When Ghalta enters, put any number of creature cards from your hand onto the battlefield.

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G G G

**Trample**  
When Ghalta enters, put any number of creature cards from your hand onto the battlefield.

12/12

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 B B B B

Flying, lifelink  
Pay 7 life: Draw seven cards.

7/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Forest Island

({{T}}: Add {G} or {U}.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your  
library. You may put it into your  
graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Forest Island

({T}: Add {G} or {U}.)  
 This land enters tapped.  
 When this land enters, surveil 1.  
 (Look at the top card of your  
 library. You may put it into your  
 graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><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 PLAYbotbox.dev</div></div> | <div><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 PLAYbotbox.dev</div></div> | <div><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 PLAYbotbox.dev</div></div>                                                                                                                                | <div><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 PLAYbotbox.dev</div></div>                                                                                                                                |
| <div><div>Nature's Claim</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div>Nature's Claim</div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             | <div><div>Neoform</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Neoform</div><div>Sorcery</div><div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Neoform</div><div><div>G</div><div>U</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Neoform</div><div><div>G</div><div>U</div></div></div> <div>Sorcery</div> <div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield with an additional +1/+1 counter on it, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Nourishing Shoal</div><div><div>X</div><div>G</div><div>G</div></div></div> <div>Instant -- Arcane</div> <div>You may exile a green card with mana value X from your hand rather than pay this spell's mana cost. You gain X life.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                            | <div><div>Pact of Negation</div><div><div>0</div></div></div> <div>Instant</div> <div>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                       |
| <div><div>Pact of Negation</div><div><div>0</div></div></div> <div>Instant</div> <div>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div><div>Pact of Negation</div><div><div>0</div></div></div> <div>Instant</div> <div>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               | <div><div>Planar Genesis</div><div><div>G</div><div>U</div></div></div> <div>Instant</div> <div>Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Planar Genesis</div><div><div>G</div><div>U</div></div></div> <div>Instant</div> <div>Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Planar Genesis



Instant

Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Planar Genesis



Instant

Look at the top four cards of your library. You may put a land card from among them onto the battlefield tapped. If you don't, put a card from among them into your hand. Put the rest on the bottom of your library in a random order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Summoner's Pact



Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Summoner's Pact



Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Summoner's Pact



Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Summoner's Pact



Instant

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ureni, the Song Unending (5)(G)(U)(R)

Legendary Creature -- Spirit Dragon

Flying, protection from white and from black  
When Ureni enters, it deals  $X$  damage divided as you choose among any number of target creatures and/or planeswalkers your opponents control, where  $X$  is the number of lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

10/10

**G**

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

3 R G

Indestructible  
As long as your devotion to red and green is less than seven, Xenagos isn't a creature.  
At the beginning of combat on your turn, another target creature you control gains haste and gets +X/+X until end of turn, where X is that creature's power.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②③

As an additional cost to cast this spell, exile six cards from your graveyard.

**Flying**

At the beginning of each opponent's upkeep, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

[sidebar]

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 W W

Vigilance  
Other creatures you control get  
+2/+2.  
Creatures your opponents control get  
-2/-2.

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[sidebar]
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4/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

Flash  
Reach  
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.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

5 G

Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)  
Trample

[sidebar]

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Hooting Mandrills</b> (5)(6)<br>Creature -- Ape<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Trample<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Hooting Mandrills</b> (5)(6)<br>Creature -- Ape<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Trample<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Into the Flood Maw</b> (U)<br>Instant<br>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Mystical Dispute</b> (2)(U)<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                       |
| <b>Mystical Dispute</b> (2)(U)<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Mystical Dispute</b> (2)(U)<br>Instant<br>This spell costs {2} less to cast if it targets a blue spell.<br>Counter target spell unless its controller pays {3}.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     | <b>Pact of Negation</b> (0)<br>Instant<br>Counter target spell.<br>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                           | <b>Thundertrap Trainer</b> (1)(U)<br>Creature -- Otter Wizard<br>Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)<br>When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.<br>[sideboard]<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

## Thundertrap Trainer 1U

Creature -- Otter Wizard

Offspring {4} (You may pay an additional {4} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)

When this creature enters, look at the top four cards of your library. You may reveal a noncreature, nonland card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

1/2

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## Veil of Summer G

Instant

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.)

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