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| <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                           | <div>Emry, Lurker of the Loch 2U</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emry, Lurker of the Loch 2U</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emry, Lurker of the Loch 2U</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Emry, Lurker of the Loch 2U</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Engineered Explosives X</div> <div>Artifact</div> <div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br/>{2}, Sacrifice this artifact:<br/>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                              | <div>Flame of Anor 1UR</div> <div>Instant</div> <div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.<br/>* Target player draws two cards.<br/>* Destroy target artifact.<br/>* Flame of Anor deals 5 damage to target creature.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                     | <div>Grapeshot 1R</div> <div>Sorcery</div> <div>Grapeshot deals 1 damage to any target.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                   |

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| <div><div>Grinding Station②</div><div>Artifact</div><div>{T}, Sacrifice an artifact: Target player mills three cards.<br/>Whenever an artifact enters, you may untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div>Grinding Station②</div><div>Artifact</div><div>{T}, Sacrifice an artifact: Target player mills three cards.<br/>Whenever an artifact enters, you may untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div>Grinding Station②</div><div>Artifact</div><div>{T}, Sacrifice an artifact: Target player mills three cards.<br/>Whenever an artifact enters, you may untap this artifact.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      |
| <div><div>Malevolent Rumble①⑥</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 Rumble①⑥</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 Rumble①⑥</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 Rumble①⑥</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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| <div><div>Mishra's Bauble</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Bauble</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Bauble</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Bauble</div><div>Artifact</div><div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Misty Rainforest</div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div>Misty Rainforest</div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div>Misty Rainforest</div><div>Land</div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div><div>{T}: Add {R}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                   |

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| <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Amber</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>            | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>                                                                                                                                  |
| <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Mox Opal</b></div><div>⑥</div></div><div><div>Legendary Artifact</div><div><div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> | <div><div><div><div><div><div></div><div><b>Otawara, Soaring City</b></div><div></div></div><div><div>Legendary Land</div><div><div><div>{T}: Add {U}.<br/>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div></div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |

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| <div><div><div>Preordain</div><div>U</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preordain</div><div>U</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preordain</div><div>U</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preordain</div><div>U</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       |
| <div><div><div>Scalding Tarn</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><div>Scalding Tarn</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><div>Scalding Tarn</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     | <div><div><div>Shifting Woodland</div></div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> Sink into Stupor 1UU </div> <div> Instant </div> <div> Return target spell or nonland permanent an opponent controls to its owner's hand. </div> <div> </div> <div> <div> Sink into Stupor </div> <div> </div> </div> <div> <div> Soporific Springs </div> <div> Land </div> <div> As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}. </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | <div> Soul-Guide Lantern 1 </div> <div> Artifact </div> <div> When this artifact enters, exile target card from a graveyard. {T}, Sacrifice this artifact: Exile each opponent's graveyard. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div> </div> <div> <div> Soul-Guide Lantern </div> <div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | <div> Steam Vents </div> <div> Land -- Island Mountain </div> <div> ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> </div> <div> <div> Steam Vents </div> <div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div> Stomping Ground </div> <div> Land -- Mountain Forest </div> <div> ({T}: Add {R} or {G}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div> </div> <div> <div> Stomping Ground </div> <div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| <div> Tamiyo, Inquisitive Student U </div> <div> Legendary Creature -- Moonfolk Wizard </div> <div> Flying Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control. </div> <div> 0/3 </div> <div> <div> Tamiyo, Inquisitive Student </div> <div> </div> </div> <div> <div> Tamiyo, Seasoned Scholar </div> <div> Legendary Planeswalker -- Tamiyo </div> <div> [+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn. [-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color. [-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no </div> <div> L 2 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Tamiyo, Inquisitive Student U </div> <div> Legendary Creature -- Moonfolk Wizard </div> <div> Flying Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control. </div> <div> 0/3 </div> <div> <div> Tamiyo, Inquisitive Student </div> <div> </div> </div> <div> <div> Tamiyo, Seasoned Scholar </div> <div> Legendary Planeswalker -- Tamiyo </div> <div> [+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn. [-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color. [-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no </div> <div> L 2 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Tamiyo, Inquisitive Student U </div> <div> Legendary Creature -- Moonfolk Wizard </div> <div> Flying Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control. </div> <div> 0/3 </div> <div> <div> Tamiyo, Inquisitive Student </div> <div> </div> </div> <div> <div> Tamiyo, Seasoned Scholar </div> <div> Legendary Planeswalker -- Tamiyo </div> <div> [+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn. [-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color. [-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no </div> <div> L 2 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Tamiyo, Inquisitive Student U </div> <div> Legendary Creature -- Moonfolk Wizard </div> <div> Flying Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control. </div> <div> 0/3 </div> <div> <div> Tamiyo, Inquisitive Student </div> <div> </div> </div> <div> <div> Tamiyo, Seasoned Scholar </div> <div> Legendary Planeswalker -- Tamiyo </div> <div> [+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn. [-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color. [-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no </div> <div> L 2 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

Playtest cards - pasquale\_ruggiero - Modern (Ottawa Round 8 Regional Championship)
 sheet 6/10 - 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><div>Thundering Falls</div><div>Land -- Island Mountain</div><div><div>({T}: Add {U} or {R}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div><div>Underworld Breach</div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</div><div>At the beginning of the end step, sacrifice this enchantment.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Underworld Breach</div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</div><div>At the beginning of the end step, sacrifice this enchantment.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Underworld Breach</div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</div><div>At the beginning of the end step, sacrifice this enchantment.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Underworld Breach</div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</div><div>At the beginning of the end step, sacrifice this enchantment.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Unholy Heat</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.</div><div>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div><div>Unholy Heat</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.</div><div>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div><div>Unholy Heat</div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.</div><div>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          |

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| <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>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>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>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>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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                      | <div>Haywire Mite</div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>[sideboard]</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                           |

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| <div><div>Jace, Wielder of Mysteries</div><div><div>1UUU</div></div><div>Legendary Planeswalker -- Jace</div><div>If you would draw a card while your library has no cards in it, you win the game instead.<br/>[+1]: Target player mills two cards. Draw a card.<br/>[-8]: Draw seven cards. Then if your library has no cards in it, you win the game.</div><div>[sideboard]</div><div>L 4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nature's Claim</div><div><div>6</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nature's Claim</div><div><div>6</div></div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                            | <div><div>Pithing Needle</div><div><div>1</div></div><div>Artifact</div><div>As this artifact enters, choose a card name.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         |
| <div><div>Spell Pierce</div><div><div>U</div></div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             | <div><div>Tormod's Crypt</div><div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div>Veil of Summer</div><div><div>6</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></div> | <div><div>Veil of Summer</div><div><div>6</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></div> |

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| <div><div>Whipflare</div><div><div>1</div><div>R</div></div><div>Sorcery</div><div>Whipflare deals 2 damage to each nonartifact creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whipflare</div><div><div>1</div><div>R</div></div><div>Sorcery</div><div>Whipflare deals 2 damage to each nonartifact creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Whipflare</div><div><div>1</div><div>R</div></div><div>Sorcery</div><div>Whipflare deals 2 damage to each nonartifact creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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