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| <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>([T]): Add [G] or [U].)<br/>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>Bring to Light</b>      (3)(G)(U)</p> <p>Sorcery</p> <p>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Bring to Light</b>      (3)(G)(U)</p> <p>Sorcery</p> <p>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Bring to Light</b>      (3)(G)(U)</p> <p>Sorcery</p> <p>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |
| <p><b>Bring to Light</b>      (3)(G)(U)</p> <p>Sorcery</p> <p>Converge -- Search your library for a creature, instant, or sorcery card with mana value less than or equal to the number of colors of mana spent to cast this spell, exile that card, then shuffle. You may cast that card without paying its mana cost.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Cinder Glade</b></p> <p>Land -- Mountain Forest</p> <p>([T]): Add [R] or [G].)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                            | <p><b>Cryptic Command</b>      (1)(U)(U)(U)</p> <p>Instant</p> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Counter target spell.</li> <li>* Return target permanent to its owner's hand.</li> <li>* Tap all creatures your opponents control.</li> <li>* Draw a card.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                          | <p><b>Cryptic Command</b>      (1)(U)(U)(U)</p> <p>Instant</p> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Counter target spell.</li> <li>* Return target permanent to its owner's hand.</li> <li>* Tap all creatures your opponents control.</li> <li>* Draw a card.</li> </ul> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                          |

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| <b>Cryptic Command</b> ①④④④<br><hr/> Instant<br><hr/> Choose two --<br>* Counter target spell.<br>* Return target permanent to its owner's hand.<br>* Tap all creatures your opponents control.<br>* Draw a card. | <b>Farseek</b> ①⑥<br><hr/> Sorcery<br><hr/> Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle. | <b>Farseek</b> ①⑥<br><hr/> Sorcery<br><hr/> Search your library for a Plains, Island, Swamp, or Mountain card, put it onto the battlefield tapped, then shuffle.    | <b>Flooded Grove</b><br><hr/> Land<br><hr/> {T}: Add {C}.<br>{G/U}, {T}: Add {G}{G}, {G}{U}, or {U}{U}.                                                                                                                                                                                                                                                                           |
| <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)                                                                                                                                              | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> ({T}: Add {G}.)                                                                                             | <b>Hallowed Fountain</b><br><hr/> Land -- Plains Island<br><hr/> ({T}: Add {W} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped. | <b>Hunting Wilds</b> ③⑥<br><hr/> Sorcery<br><hr/> Kicker {3}{G} (You may pay an additional {3}{G} as you cast this spell.)<br>Search your library for up to two Forest cards, put them onto the battlefield tapped, then shuffle. If this spell was kicked, untap all Forests put onto the battlefield this way. They become 3/3 green creatures with haste that are still lands. |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                               | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                |

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| <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Island</b> </div> <div> Basic Land -- Island </div> <div> ({T}: Add {U}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                        | <div> <b>Izzet Charm</b> <div> U R </div> </div> <div> Instant </div> <div> Choose one -- <ul style="list-style-type: none"> <li>* Counter target noncreature spell unless its controller pays {2}.</li> <li>* Izzet Charm deals 2 damage to target creature.</li> <li>* Draw two cards, then discard two cards.</li> </ul> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> <b>Jace, the Mind Sculptor</b> <div> 2 U U </div> </div> <div> Legendary Planeswalker -- Jace </div> <div> [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/> [0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/> [-1]: Return target creature to its owner's hand.<br/> [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. </div> <div> <div> L 3 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Jace, the Mind Sculptor</b> <div> 2 U U </div> </div> <div> Legendary Planeswalker -- Jace </div> <div> [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library.<br/> [0]: Draw three cards, then put two cards from your hand on top of your library in any order.<br/> [-1]: Return target creature to its owner's hand.<br/> [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. </div> <div> <div> L 3 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Lightning Bolt</b> <div> R </div> </div> <div> Instant </div> <div> Lightning Bolt deals 3 damage to any target. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Lightning Bolt</b> <div> R </div> </div> <div> Instant </div> <div> Lightning Bolt deals 3 damage to any target. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                   |

Playtest cards - bparis15 - Modern (Modern League)

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

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| <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>( {T}: Add {R}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        | <div><div><div>Plains</div><div>Basic Land -- Plains</div><div>( {T}: Add {W}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            |

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| <div><div>Remand</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                      | <div><div>Remand</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                      | <div><div>Remand</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                      | <div><div>Remand</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell. If that spell is countered this way, put it into its owner's hand instead of into that player's graveyard. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                      |
| <div><div>Sakura-Tribe Elder</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Snake Shaman</div><div>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sakura-Tribe Elder</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Snake Shaman</div><div>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sakura-Tribe Elder</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Snake Shaman</div><div>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sakura-Tribe Elder</div><div><div>1</div><div>G</div></div></div> <div><div>Creature -- Snake Shaman</div><div>Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div><div><div>1/1</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div><div>Scapeshift</div><div>2GG</div></div><div>Sorcery</div><div>Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               | <div><div><div>Scapeshift</div><div>2GG</div></div><div>Sorcery</div><div>Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                               | <div><div><div>Search for Azcanta</div><div>1U</div></div><div>Legendary Enchantment</div><div>At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.)</div><div>----- BACK FACE -----</div><div><div>Azcanta, the Sunken Ruin</div><div>Legendary Land</div><div>(Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: 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 any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Search for Azcanta</div><div>1U</div></div><div>Legendary Enchantment</div><div>At the beginning of your upkeep, surveil 1. Then if you have seven or more cards in your graveyard, you may transform Search for Azcanta. (Look at the top card of your library. You may put that card into your graveyard.)</div><div>----- BACK FACE -----</div><div><div>Azcanta, the Sunken Ruin</div><div>Legendary Land</div><div>(Transforms from Search for Azcanta.) {T}: Add {U}. {2}{U}, {T}: 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 any order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Search for Tomorrow</div><div>2G</div></div><div>Sorcery</div><div>Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Search for Tomorrow</div><div>2G</div></div><div>Sorcery</div><div>Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Search for Tomorrow</div><div>2G</div></div><div>Sorcery</div><div>Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                           | <div><div><div>Search for Tomorrow</div><div>2G</div></div><div>Sorcery</div><div>Search your library for a basic land card, put it onto the battlefield, then shuffle. Suspend 2--{G} (Rather than cast this card from your hand, you may pay {G} and exile it with two time counters on it. At the beginning of your upkeep, remove a time counter. When the last is removed, you may cast it without paying its mana cost.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                           |

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| <div> <div>Snapcaster Mage</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div>Flash</div> <div>When this creature enters, target instant or sorcery card in your graveyard gains flashback until end of turn. The flashback cost is equal to its mana cost. (You may cast that card from your graveyard for its flashback cost. Then exile it.)</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Steam Vents</div> </div> <div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>     | <div> <div>Steam Vents</div> </div> <div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>     | <div> <div>Steam Vents</div> </div> <div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>     |
| <div> <div>Steam Vents</div> </div> <div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                    | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div> <div>Supreme Verdict</div> <div> <div>1</div> <div>W</div> <div>W</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered.<br/>Destroy all creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                             | <div> <div>Temple Garden</div> </div> <div>Land -- Forest Plains</div> <div> <p>(<b>{T}</b>): Add <b>{G}</b> or <b>{W}</b>.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                              | <div> <div>Valakut, the Molten Pinnacle</div> </div> <div>Land</div> <div> <p>This land enters tapped.<br/>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/><b>{T}</b>: Add <b>{R}</b>.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Valakut, the Molten Pinnacle</div> </div> <div>Land</div> <div> <p>This land enters tapped.<br/>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/><b>{T}</b>: Add <b>{R}</b>.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Anger of the Gods</div> <div> <div>1</div> <div>R</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Anger of the Gods deals 3 damage to each creature. If a creature dealt damage this way would die this turn, exile it instead.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Crumble to Dust</div> <div> <div>3</div> <div>R</div> </div> </div> <div>Sorcery</div> <div> <p>Devoid (This card has no color.)<br/>Exile target nonbasic land. Search its controller's graveyard, hand, and library for any number of cards with the same name as that land and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Destructive Revelry</div> <div> <div>R</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>Destroy target artifact or enchantment. Destructive Revelry deals 2 damage to that permanent's controller.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                         | <div> <div>Dispel</div> <div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Counter target instant spell.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                |



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| <div> <b>Dispel</b> <span>U</span> </div> <div> Instant </div> <div> Counter target instant spell.<br/><br/> [sideboard] </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                 | <div> <b>Eidolon of Rhetoric</b> <span>2W</span> </div> <div> Enchantment Creature -- Spirit </div> <div> Each player can't cast more than one spell each turn.<br/><br/> [sideboard] </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                   | <div> <b>Electrolyze</b> <span>1UR</span> </div> <div> Instant </div> <div> Electrolyze deals 2 damage divided as you choose among one or two targets.<br/> Draw a card.<br/><br/> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Glen Elendra Archmage</b> <span>3U</span> </div> <div> Creature -- Faerie Wizard </div> <div> Flying<br/> {U}, Sacrifice this creature:<br/> Counter target noncreature spell.<br/> Persist (When this creature dies, if it had no -1/-1 counters on it, return it to the battlefield under its owner's control with a -1/-1 counter on it.)<br/><br/> [sideboard] </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Grafdigger's Cage</b> <span>1</span> </div> <div> Artifact </div> <div> Creature cards in graveyards and libraries can't enter the battlefield.<br/> Players can't cast spells from graveyards or libraries.<br/><br/> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Madcap Experiment</b> <span>3R</span> </div> <div> Sorcery </div> <div> Reveal cards from the top of your library until you reveal an artifact card. Put that card onto the battlefield and the rest on the bottom of your library in a random order. Madcap Experiment deals damage to you equal to the number of cards revealed this way.<br/><br/> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Negate</b> <span>1U</span> </div> <div> Instant </div> <div> Counter target noncreature spell.<br/><br/> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                  | <div> <b>Negate</b> <span>1U</span> </div> <div> Instant </div> <div> Counter target noncreature spell.<br/><br/> [sideboard] </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                  |

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| <div> <b>Platinum Emperion</b> <span>8</span> </div> <div> Artifact Creature -- Golem </div> <div> Your life total can't change. (You can't gain or lose life. You can't pay any amount of life except 0.) </div> <div> [sideboard] </div> <div> <div>8/8</div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Shatterstorm</b> <span>2RR</span> </div> <div> Sorcery </div> <div> Destroy all artifacts. They can't be regenerated. </div> <div> [sideboard] </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <b>Timely Reinforcements</b> <span>2W</span> </div> <div> Sorcery </div> <div> If you have less life than an opponent, you gain 6 life. If you control fewer creatures than an opponent, create three 1/1 white Soldier creature tokens. </div> <div> [sideboard] </div> <div> <div></div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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