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| <b>Ardent Plea</b> (1)(W)(U)<br><hr/> Enchantment<br><hr/> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/> Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <b>Breeding Pool</b><br><hr/> Land -- Forest Island<br><hr/> <p>([T]: Add [G] or [U].)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Chancellor of the Forge</b> (4)(R)(R)(R)<br><hr/> Creature -- Phyrexian Giant<br><hr/> <p>You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, create a 1/1 red Phyrexian Goblin creature token with haste.<br/> When this creature enters, create X 1/1 red Phyrexian Goblin creature tokens with haste, where X is the number of creatures you control.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Chancellor of the Forge</b> (4)(R)(R)(R)<br><hr/> Creature -- Phyrexian Giant<br><hr/> <p>You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, create a 1/1 red Phyrexian Goblin creature token with haste.<br/> When this creature enters, create X 1/1 red Phyrexian Goblin creature tokens with haste, where X is the number of creatures you control.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Chancellor of the Forge</b> (4)(R)(R)(R)<br><hr/> Creature -- Phyrexian Giant<br><hr/> <p>You may reveal this card from your opening hand. If you do, at the beginning of the first upkeep, create a 1/1 red Phyrexian Goblin creature token with haste.<br/> When this creature enters, create X 1/1 red Phyrexian Goblin creature tokens with haste, where X is the number of creatures you control.</p> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Forest</b><br><hr/> Basic Land -- Forest<br><hr/> <p>([T]: Add [G].)</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                              | <b>Fury</b> (3)(R)(R)<br><hr/> Creature -- Elemental Incarnation<br><hr/> <p>Double strike<br/> When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/> Evoke--Exile a red card from your hand.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                | <b>Fury</b> (3)(R)(R)<br><hr/> Creature -- Elemental Incarnation<br><hr/> <p>Double strike<br/> When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br/> Evoke--Exile a red card from your hand.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                |

Playtest cards - ichi-roku - 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;  
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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <b>Fury</b> <span>3RR</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>Double strike</p> <p>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.</p> <p>Evoke--Exile a red card from your hand.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                  | <div> <b>Fury</b> <span>3RR</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>Double strike</p> <p>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.</p> <p>Evoke--Exile a red card from your hand.</p> </div> <div> <div>3/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                  | <div> <b>Gemstone Caverns</b> </div> <div>           Legendary Land         </div> <div> <p>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.</p> <p>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                | <div> <b>Glimpse of Tomorrow</b> </div> <div>           Sorcery         </div> <div> <p>Suspend 3--{R}{R}</p> <p>Shuffle all permanents you own into your library, then reveal that many cards from the top of your library. Put all non-Aura permanent cards revealed this way onto the battlefield, then do the same for Aura cards, then put the rest on the bottom of your library in a random order.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                    |
| <div> <b>Glimpse of Tomorrow</b> </div> <div>           Sorcery         </div> <div> <p>Suspend 3--{R}{R}</p> <p>Shuffle all permanents you own into your library, then reveal that many cards from the top of your library. Put all non-Aura permanent cards revealed this way onto the battlefield, then do the same for Aura cards, then put the rest on the bottom of your library in a random order.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Glimpse of Tomorrow</b> </div> <div>           Sorcery         </div> <div> <p>Suspend 3--{R}{R}</p> <p>Shuffle all permanents you own into your library, then reveal that many cards from the top of your library. Put all non-Aura permanent cards revealed this way onto the battlefield, then do the same for Aura cards, then put the rest on the bottom of your library in a random order.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Goblin Dark-Dwellers</b> <span>3RR</span> </div> <div>           Creature -- Goblin         </div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>When this creature enters, you may cast target instant or sorcery card with mana value 3 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</p> </div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Goblin Dark-Dwellers</b> <span>3RR</span> </div> <div>           Creature -- Goblin         </div> <div> <p>Menace (This creature can't be blocked except by two or more creatures.)</p> <p>When this creature enters, you may cast target instant or sorcery card with mana value 3 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</p> </div> <div> <div>4/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |

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| <div><div><div>Goblin Dark-Dwellers</div><div>3R</div></div><div>Creature -- Goblin</div><div>Menace (This creature can't be blocked except by two or more creatures.)<br/>When this creature enters, you may cast target instant or sorcery card with mana value 3 or less from your graveyard without paying its mana cost. If that spell would be put into your graveyard, exile it instead.</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>(<b>{T}</b>): Add <b>{W}</b> or <b>{U}</b>.)<br/>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>Island</div><div>Basic Land -- Island</div><div>(<b>{T}</b>): Add <b>{U}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      | <div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/><b>{T}</b>: Add <b>{G}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                |
| <div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/><b>{T}</b>: Add <b>{G}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                 | <div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/><b>{T}</b>: Add <b>{G}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Khalni Garden</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, create a 0/1 green Plant creature token.<br/><b>{T}</b>: Add <b>{G}</b>.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Misty Rainforest</div><div>Land</div><div><b>{T}</b>, 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> |

## Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Misty Rainforest

Land

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

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## Misty Rainforest

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mountain

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Omnath, Locus of Creation (R)(G)(W)(U)

Legendary Creature -- Elemental

When Omnath enters, draw a card.  
Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Omnath, Locus of Creation (R)(G)(W)(U)

Legendary Creature -- Elemental

When Omnath enters, draw a card. Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.

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4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - ichi-roku - Modern (Modern League)

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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 4/10 - 8 cards - 2.5 x 3.5 in each

## 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

## 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

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

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## 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

## Seasoned Pyromancer ①ⓇⓇ

Creature -- Human Shaman

When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token.

{3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Seasoned Pyromancer** ①ⓇⓇ

Creature -- Human Shaman

When this creature enters, discard two cards, then draw two cards. For each nonland card discarded this way, create a 1/1 red Elemental creature token.

{3}{R}{R}, Exile this card from your graveyard: Create two 1/1 red Elemental creature tokens.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shardless Agent (1)(G)(U)

Artifact Creature -- Human Rogue

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Shardless Agent 1GU

Artifact Creature -- Human Rogue

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Playtest cards - ichi-roku - Modern (Modern League)

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

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| <div> <div> <b>Shardless Agent</b> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> Artifact Creature -- Human Rogue </div> <div> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Shardless Agent</b> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> Artifact Creature -- Human Rogue </div> <div> <p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p> </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>             | <div> <div> <b>Steam Vents</b> </div> <div> Land -- Island Mountain </div> <div> <p>{T}: Add {U} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                           | <div> <div> <b>Stomping Ground</b> </div> <div> Land -- Mountain Forest </div> <div> <p>{T}: Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                                       |
| <div> <div> <b>Temple Garden</b> </div> <div> Land -- Forest Plains </div> <div> <p>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                                                                                                                               | <div> <div> <b>Tireless Provisioner</b> <div> <div>2</div> <div>G</div> </div> </div> <div> Creature -- Elf Scout </div> <div> <p>Landfall -- Whenever a land you control enters, create a Food token or a Treasure token. (Food is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life."<br/>Treasure is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Tireless Provisioner</b> <div> <div>2</div> <div>G</div> </div> </div> <div> Creature -- Elf Scout </div> <div> <p>Landfall -- Whenever a land you control enters, create a Food token or a Treasure token. (Food is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life."<br/>Treasure is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> <b>Tireless Provisioner</b> <div> <div>2</div> <div>G</div> </div> </div> <div> Creature -- Elf Scout </div> <div> <p>Landfall -- Whenever a land you control enters, create a Food token or a Treasure token. (Food is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life."<br/>Treasure is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |

Playtest cards - ichi-roku - Modern (Modern League)

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sheet 6/10 - 8 cards - 2.5 x 3.5 in each

2 G

Landfall -- Whenever a land you control enters, create a Food token or a Treasure token. (Food is an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life." Treasure is an artifact with "{T}, Sacrifice this token: Add one mana of any color.")

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 R G

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Creatures you control get +1/+0 until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 R G

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 R G

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 R G

Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)

Creatures you control get +1/+0 until end of turn.

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G U

Flying  
When this creature enters,  
investigate twice. (To investigate,  
create a Clue token. It's an  
artifact with "{2}, Sacrifice this  
token: Draw a card.")  
Evoke {G}{U} (You may cast this  
spell for its evoke cost. If you do,  
it's sacrificed when it enters.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G U

Flying  
When this creature enters,  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

3 G U

Flying  
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spell for its evoke cost. If you do,  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Wavesifter</div><div><div>3</div><div>G</div><div>U</div></div></div> <div><div>Creature -- Elemental</div><div>Flying<br/>When this creature enters, investigate twice. (To investigate, create a Clue token. It's an artifact with "{2}", Sacrifice this token: Draw a card.)<br/>Evoke {G}{U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Wooded Foothills</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                          | <div><div>Wooded Foothills</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                          | <div><div>Wooded Foothills</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                     |
| <div><div>Endurance</div><div><div>1</div><div>G</div><div>G</div></div></div> <div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.<br/><br/>[sideboard]</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                | <div><div>Endurance</div><div><div>1</div><div>G</div><div>G</div></div></div> <div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.<br/><br/>[sideboard]</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Endurance</div><div><div>1</div><div>G</div><div>G</div></div></div> <div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.<br/><br/>[sideboard]</div><div><div>3/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Foundation Breaker</div><div><div>3</div><div>G</div></div></div> <div><div>Creature -- Elemental</div><div>When this creature enters, you may destroy target artifact or enchantment.<br/>Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)<br/><br/>[sideboard]</div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Foundation Breaker</div><div><div>3</div><div>6</div></div></div> <div><div>Creature -- Elemental</div><div>When this creature enters, you may destroy target artifact or enchantment.<br/>Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Foundation Breaker</div><div><div>3</div><div>6</div></div></div> <div><div>Creature -- Elemental</div><div>When this creature enters, you may destroy target artifact or enchantment.<br/>Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Foundation Breaker</div><div><div>3</div><div>6</div></div></div> <div><div>Creature -- Elemental</div><div>When this creature enters, you may destroy target artifact or enchantment.<br/>Evoke {1}{G} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>        | <div><div>Leyline of Sanctity</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Leyline of Sanctity</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of Sanctity</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of Sanctity</div><div><div>2</div><div>W</div><div>W</div></div></div> <div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>You have hexproof. (You can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mystical Dispute</div><div><div>2</div><div>U</div></div></div> <div><div>Instant</div><div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div><div>[sideboard]</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                      |

2 U

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Counter target spell unless its controller pays {3}.

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