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| <div><div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Ba Sing Se</div><div>Land</div><div><p>This land enters tapped unless you control a basic land.</p><p>{T}: Add {G}.</p><p>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Bounce Off</div><div>Instant</div><div><p>Return target creature or Vehicle to its owner's hand.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                         | <div><div><div>Burst Lightning</div><div>Instant</div><div><p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p><p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                               |
| <div><div><div>Burst Lightning</div><div>Instant</div><div><p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p><p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     | <div><div><div>Burst Lightning</div><div>Instant</div><div><p>Kicker {4} (You may pay an additional {4} as you cast this spell.)</p><p>Burst Lightning deals 2 damage to any target. If this spell was kicked, it deals 4 damage instead.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                     | <div><div><div>Consult the Star Charts</div><div>Instant</div><div><p>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)</p><p>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Consult the Star Charts</div><div>Instant</div><div><p>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)</p><p>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Consult the Star Charts 1U</div><div>Instant</div><div>Kicker {1}{U} (You may pay an additional {1}{U} as you cast this spell.)<br/>Look at the top X cards of your library, where X is the number of lands you control. Put one of those cards into your hand. If this spell was kicked, put two of those cards into your hand instead. Put the rest on the bottom of your library in a random order.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Escape Tunnel</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.<br/>{T}, Sacrifice this land: Target creature with power 2 or less can't be blocked this turn.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                           | <div><div><div>Essence Scatter 1U</div><div>Instant</div><div>Counter target creature spell.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                          | <div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      | <div><div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                      |

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| <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fabled Passage</div><div>Land</div><div>{T}, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. Then if you control four or more lands, untap that land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Fire Magic</div><div>Instant</div><div>Tiered (Choose one additional cost.)<br/>* Fire -- {0} -- Fire Magic deals 1 damage to each creature.<br/>* Fira -- {2} -- Fire Magic deals 2 damage to each creature.<br/>* Firaga -- {5} -- Fire Magic deals 3 damage to each creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           | <div><div>Full Bore</div><div>Instant</div><div>Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         | <div><div>Full Bore</div><div>Instant</div><div>Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                  | <div><div>Full Bore</div><div>Instant</div><div>Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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Target creature you control gets +3/+2 until end of turn. If that creature was cast for its warp cost, it also gains trample and haste until end of turn.

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Choose one --

- \* Destroy target artifact.
- \* Destroy target enchantment.
- \* Exile up to one target card from a graveyard. Draw a card.

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2GG

You may play an additional land on each of your turns.  
You may play lands from your graveyard.  
Landfall -- Whenever a land you control enters, mill a card.

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2GG

You may play an additional land on each of your turns.  
You may play lands from your graveyard.  
Landfall -- Whenever a land you control enters, mill a card.

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2GG

You may play an additional land on each of your turns.  
You may play lands from your graveyard.  
Landfall -- Whenever a land you control enters, mill a card.

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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| <div><div><div>Mightform Harmonizer 2GGG</div><div>Creature -- Insect Druid</div><div>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br/>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mightform Harmonizer 2GGG</div><div>Creature -- Insect Druid</div><div>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br/>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mightform Harmonizer 2GGG</div><div>Creature -- Insect Druid</div><div>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br/>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Mightform Harmonizer 2GGG</div><div>Creature -- Insect Druid</div><div>Landfall -- Whenever a land you control enters, double the power of target creature you control until end of turn.<br/>Warp {2}{G} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>4/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                              | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                              | <div><div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                              | <div><div><div>Pyroclasm 1R</div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                            |

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| <div><div>Sear</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Sear</div><div><div>1</div><div>R</div></div></div> <div><div>Instant</div><div>Sear deals 4 damage to target creature or planeswalker.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                 | <div><div>Spell Pierce</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                    | <div><div>Spell Snare</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell with mana value 2.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                              |
| <div><div>Spell Snare</div><div><div>U</div></div></div> <div><div>Instant</div><div>Counter target spell with mana value 2.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                      | <div><div>Spider-Sense</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br/>Counter target instant spell, sorcery spell, or triggered ability.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Starting Town</div></div> <div><div>Land -- Town</div><div>This land enters tapped unless it's your first, second, or third turn of the game.<br/>{T}: Add {C}.<br/>{T}, Pay 1 life: Add one mana of any color.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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| <div><div>Starting Town</div><div>Land -- Town</div><div><p>This land enters tapped unless it's your first, second, or third turn of the game.</p><p>{T}: Add {C}.</p><p>{T}, Pay 1 life: Add one mana of any color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Steam Vents</div><div>Land -- Island Mountain</div><div><p>{T}: Add {U} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                          | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div><p>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div><p>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div><p>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stock Up<div>2U</div></div><div>Sorcery</div><div><p>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div><p>{T}: Add {R} or {G}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      |

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| <div> <b>Surrak, Elusive Hunter</b> <span>2</span><span>6</span> </div> <div>           Legendary Creature -- Human Warrior         </div> <div> <p>This spell can't be countered.</p> <p>Trample</p> <p>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</p> </div> <div> <div>4/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Surrak, Elusive Hunter</b> <span>2</span><span>6</span> </div> <div>           Legendary Creature -- Human Warrior         </div> <div> <p>This spell can't be countered.</p> <p>Trample</p> <p>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.</p> </div> <div> <div>4/3</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Thornspire Verge</b> </div> <div>           Land         </div> <div> <p>{T}: Add {R}.</p> <p>{T}: Add {G}. Activate only if you control a Mountain or a Forest.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Willowrush Verge</b> </div> <div>           Land         </div> <div> <p>{T}: Add {U}.</p> <p>{T}: Add {G}. Activate only if you control a Forest or an Island.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                         |
| <div> <b>Broadside Barrage</b> <span>1</span><span>U</span><span>R</span> </div> <div>           Instant         </div> <div> <p>Broadside Barrage deals 5 damage to target creature or planeswalker.</p> <p>Draw a card, then discard a card.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                | <div> <b>Essence Scatter</b> <span>1</span><span>U</span> </div> <div>           Instant         </div> <div> <p>Counter target creature spell.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                               | <div> <b>Essence Scatter</b> <span>1</span><span>U</span> </div> <div>           Instant         </div> <div> <p>Counter target creature spell.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>        | <div> <b>Heritage Reclamation</b> <span>1</span><span>6</span> </div> <div>           Instant         </div> <div> <p>Choose one --</p> <ul style="list-style-type: none"> <li>* Destroy target artifact.</li> <li>* Destroy target enchantment.</li> <li>* Exile up to one target card from a graveyard. Draw a card.</li> </ul> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |



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| <b>Heritage Reclamation</b> (1)(G)<br>Instant<br>Choose one --<br>* Destroy target artifact.<br>* Destroy target enchantment.<br>* Exile up to one target card from a graveyard. Draw a card.<br><br>[sideboard] | <b>Loch Mare</b> (1)(U)<br>Creature -- Horse Serpent<br>This creature enters with three -1/-1 counters on it.<br>{1}{U}, Remove a counter from this creature: Draw a card.<br>{2}{U}, Remove two counters from this creature: Tap target creature. Put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br><br>[sideboard] | <b>Loch Mare</b> (1)(U)<br>Creature -- Horse Serpent<br>This creature enters with three -1/-1 counters on it.<br>{1}{U}, Remove a counter from this creature: Draw a card.<br>{2}{U}, Remove two counters from this creature: Tap target creature. Put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br><br>[sideboard] | <b>Loch Mare</b> (1)(U)<br>Creature -- Horse Serpent<br>This creature enters with three -1/-1 counters on it.<br>{1}{U}, Remove a counter from this creature: Draw a card.<br>{2}{U}, Remove two counters from this creature: Tap target creature. Put a stun counter on it. (If a permanent with a stun counter would become untapped, remove one from it instead.)<br><br>[sideboard] |
| <b>Pyroclasm</b> (1)(R)<br>Sorcery<br>Pyroclasm deals 2 damage to each creature.<br><br>[sideboard]                                                                                                              | <b>Pyroclasm</b> (1)(R)<br>Sorcery<br>Pyroclasm deals 2 damage to each creature.<br><br>[sideboard]                                                                                                                                                                                                                                                                                     | <b>Sandman, Shifting Scoundrel</b> (1)(G)(G)<br>Legendary Creature -- Sand Elemental Villain<br>Sandman's power and toughness are each equal to the number of lands you control.<br>Sandman can't be blocked by creatures with power 2 or less.<br>{3}{G}{G}: Return this card and target land card from your graveyard to the battlefield tapped.<br><br>[sideboard]                   | <b>Spell Pierce</b> (U)<br>Instant<br>Counter target noncreature spell unless its controller pays {2}.<br><br>[sideboard]                                                                                                                                                                                                                                                               |
| 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> <div> <b>Spell Pierce</b> <div>U</div> </div> <div> Instant </div> <div> Counter target noncreature spell unless its controller pays {2}. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Wistfulness</b> <div> <div>3</div> <div>6/U</div> <div>6/U</div> </div> </div> <div> Creature -- Elemental Incarnation </div> <div> When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.<br/> When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.<br/> Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) </div> <div> <div>[sideboard]</div> </div> <div> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Wistfulness</b> <div> <div>3</div> <div>6/U</div> <div>6/U</div> </div> </div> <div> Creature -- Elemental Incarnation </div> <div> When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.<br/> When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.<br/> Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.) </div> <div> <div>[sideboard]</div> </div> <div> <div>6/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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