

<div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Arid Mesa</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Commercial District</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dwarven Mine</div><div>Land -- Mountain</div><div>{T}: Add {R}.) This land enters tapped unless you control three or more other Mountains. When this land enters untapped, create a 1/1 red Dwarf creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Dwarven Mine</div><div>Land -- Mountain</div><div><div>({T}: Add {R}.)</div><div>This land enters tapped unless you control three or more other Mountains.</div><div>When this land enters untapped, create a 1/1 red Dwarf creature token.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Dwarven Mine</div><div>Land -- Mountain</div><div><div>({T}: Add {R}.)</div><div>This land enters tapped unless you control three or more other Mountains.</div><div>When this land enters untapped, create a 1/1 red Dwarf creature token.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Elegant Parlor</div><div>Land -- Mountain Plains</div><div><div>({T}: Add {R} or {W}.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Explore</div><div>Sorcery</div><div><div>You may play an additional land this turn.</div><div>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>Explore</div><div>Sorcery</div><div><div>You may play an additional land this turn.</div><div>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Explore</div><div>Sorcery</div><div><div>You may play an additional land this turn.</div><div>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Explore</div><div>Sorcery</div><div><div>You may play an additional land this turn.</div><div>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>Fable of the Mirror-Breaker</div><div>Enchantment -- Saga</div><div><div>(As this Saga enters and after your draw step, add a lore counter.)</div><div>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."</div><div>II -- You may discard up to two cards. If you do, draw that many cards.</div><div>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div><div><div>----- BACK FACE -----</div><div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div></div><div><div>2/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div>

<div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.) I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token." II -- You may discard up to two cards. If you do, draw that many cards. III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>({T}): Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Lightning Bolt</div><div>R</div></div><div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div><div>Mana Tithe</div><div>W</div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mana Tithe</div><div>W</div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mana Tithe</div><div>W</div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div><div>Mana Tithe</div><div>W</div></div><div><div>Instant</div><div>Counter target spell unless its controller pays {1}.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>

Basic Land -- Mountain

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Creature -- Giant

Trample
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Creature -- Giant

Trample
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G

Creature -- Giant

Trample
Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W)

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W)

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

(X) (W)

Sorcery

```
Converge -- Exile target nonland
permanent if its mana value is less
than or equal to the number of
colors of mana spent to cast this
spell.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②W

Instant

Return target spell to its owner's hand.
Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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.

<div><div>Reprivee</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Return target spell to its owner's hand. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Reprivee</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Return target spell to its owner's hand. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Reprivee</div><div><div>1</div><div>W</div></div></div> <div><div>Instant</div><div>Return target spell to its owner's hand. Draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Sacred Foundry</div></div> <div><div>Land -- Mountain Plains</div><div>({T}: Add {R} or {W}.) As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Scalding Tarn</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Scalding Tarn</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Scapeshift</div><div><div>2</div><div>G</div><div>G</div></div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Valakut, the Molten Pinnacle</div><div>Land</div><div>This land enters tapped. 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. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Valakut, the Molten Pinnacle</div><div>Land</div><div>This land enters tapped. 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. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Wooded Foothills</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wooded Foothills</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wooded Foothills</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Wooded Foothills</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

Wrenn and Six (R)(G) Legendary Planeswalker -- Wrenn [+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.) <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn and Six (R)(G) Legendary Planeswalker -- Wrenn [+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.) <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn and Six (R)(G) Legendary Planeswalker -- Wrenn [+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.) <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrenn and Six (R)(G) Legendary Planeswalker -- Wrenn [+1]: Return up to one target land card from your graveyard to your hand. [-1]: Wrenn and Six deals 1 damage to any target. [-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.) <div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Alpine Moon (R) Enchantment As this enchantment enters, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Alpine Moon (R) Enchantment As this enchantment enters, choose a nonbasic land card name. Lands your opponents control with the chosen name lose all land types and abilities, and they gain "{T}: Add one mana of any color." [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Iona, Shield of Emeria (6)(W)(W)(W) Legendary Creature -- Angel Flying As Iona enters, choose a color. Your opponents can't cast spells of the chosen color. [sideboard] <div>7/7</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Obsidian Charmaw (3)(R)(R) Creature -- Dragon This spell costs {1} less to cast for each land your opponents control that could produce {C}. Flying When this creature enters, destroy target nonbasic land an opponent controls. [sideboard] <div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div><div>Orim's Chant</div><div>W</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Orim's Chant</div><div>W</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Orim's Chant</div><div>W</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Orim's Chant</div><div>W</div></div> <div>Instant</div> <div>Kicker {W} (You may pay an additional {W} as you cast this spell.) Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div><div>Terastodon</div><div>6GG</div></div> <div>Creature -- Elephant</div> <div>When this creature enters, you may destroy up to three target noncreature permanents. For each permanent put into a graveyard this way, its controller creates a 3/3 green Elephant creature token.</div> <div>[sideboard]</div> <div>9/9</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Turn the Earth</div><div>G</div></div> <div>Instant</div> <div>Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Turn the Earth</div><div>G</div></div> <div>Instant</div> <div>Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div><div>Turn the Earth</div><div>G</div></div> <div>Instant</div> <div>Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life. Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Veil of Summer</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><div><div>Veil of Summer</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><div><div>Veil of Summer</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>	
---	---	---	--