

<div>Archmage's Charm</div> <div>UUU</div> <div>Instant</div> <div>Choose one -- * Counter target spell. * Target player draws two cards. * Gain control of target nonland permanent with mana value 1 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Archmage's Charm</div> <div>UUU</div> <div>Instant</div> <div>Choose one -- * Counter target spell. * Target player draws two cards. * Gain control of target nonland permanent with mana value 1 or less.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Arena of Glory</div> <div></div> <div>Land</div> <div>This land enters tapped unless you control a Mountain. {T}: Add {R}. {R}, {T}, Exert this land: Add {R}{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Cascade Bluffs</div> <div></div> <div>Land</div> <div>{T}: Add {C}. {U/R}, {T}: Add {U}{U}, {U}{R}, or {R}{R}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>
<div>Counterspell</div> <div>UU</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Counterspell</div> <div>UU</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Counterspell</div> <div>UU</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Counterspell</div> <div>UU</div> <div>Instant</div> <div>Counter target spell.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>

<div><div><div>Crackling Drake</div><div><div>U</div><div>U</div><div>R</div><div>R</div></div></div><div><div>Creature -- Drake</div><div>Flying</div><div>Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard.</div><div>When this creature enters, draw a card.</div><div><div><div>*/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Crackling Drake</div><div><div>U</div><div>U</div><div>R</div><div>R</div></div></div><div><div>Creature -- Drake</div><div>Flying</div><div>Crackling Drake's power is equal to the total number of instant and sorcery cards you own in exile and in your graveyard.</div><div>When this creature enters, draw a card.</div><div><div><div>*/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Fire</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Fire deals 2 damage divided as you choose among one or two targets.</div><div><div>RIGHT HALF</div></div><div><div>Ice</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Tap target permanent.</div><div>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Fire</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Fire deals 2 damage divided as you choose among one or two targets.</div><div><div>RIGHT HALF</div></div><div><div>Ice</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Tap target permanent.</div><div>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>
<div><div><div>Flame of Anor</div><div><div>1</div><div>U</div><div>R</div></div></div><div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.</div><div>* Target player draws two cards.</div><div>* Destroy target artifact.</div><div>* Flame of Anor deals 5 damage to target creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Flame of Anor</div><div><div>1</div><div>U</div><div>R</div></div></div><div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.</div><div>* Target player draws two cards.</div><div>* Destroy target artifact.</div><div>* Flame of Anor deals 5 damage to target creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Flame of Anor</div><div><div>1</div><div>U</div><div>R</div></div></div><div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.</div><div>* Target player draws two cards.</div><div>* Destroy target artifact.</div><div>* Flame of Anor deals 5 damage to target creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>	<div><div><div>Flame of Anor</div><div><div>1</div><div>U</div><div>R</div></div></div><div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.</div><div>* Target player draws two cards.</div><div>* Destroy target artifact.</div><div>* Flame of Anor deals 5 damage to target creature.</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>

<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Force of Negation1UU</div><div>Instant</div><div>If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic DischargeR</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Galvanic DischargeR</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Galvanic DischargeR</div><div>Instant</div><div>Choose target creature or planeswalker. You get {E}{E}{E} (three energy counters), then you may pay any amount of {E}. Galvanic Discharge deals that much damage to that permanent.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Hall of Storm Giants</div><div>Land</div><div>If you control two or more other lands, this land enters tapped. {T}: Add {U}. {5}{U}: Until end of turn, this land becomes a 7/7 blue Giant creature with ward {3}. It's still a land. (Whenever it becomes the target of a spell or ability an opponent controls, counter it unless that player pays {3}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Lightning BoltR</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Lightning Bolt</div><div>R</div></div><div>Instant</div><div>Lightning Bolt deals 3 damage to any target.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Misty Rainforest</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Polluted Delta</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Swamp card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Preordain</div><div>U</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Preordain</div><div>U</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Preordain</div><div>U</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Preordain</div><div>U</div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Scalding Tarn</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sink into Stupor</div><div>1UU</div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Sink into Stupor</div><div>1UU</div><div>Instant</div><div>Return target spell or nonland permanent an opponent controls to its owner's hand.</div><div>----- BACK FACE -----</div><div>Soporific Springs</div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div><div>Snapcaster Mage</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Human Wizard</div><div>Flash 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><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Snapcaster Mage</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Human Wizard</div><div>Flash 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><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Snapcaster Mage</div><div><div>1</div><div>U</div></div></div><div><div>Creature -- Human Wizard</div><div>Flash 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><div>2/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Snow-Covered Island</div></div><div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>
<div><div><div>Snow-Covered Island</div></div><div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Snow-Covered Island</div></div><div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Snow-Covered Island</div></div><div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Snow-Covered Mountain</div></div><div><div>Basic Snow Land -- Mountain</div><div>({T}: Add {R}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div> <div> Spell Snare </div> <div> </div> </div> <div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> </div> <div> <div> </div> <div> </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>	<div> <div> Spell Snare </div> <div> </div> </div> <div> <div> Instant </div> <div> Counter target spell with mana value 2. </div> </div> <div> <div> </div> <div> </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>	<div> <div> Steam Vents </div> <div> </div> </div> <div> <div> Land -- Island Mountain </div> <div> ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> <div> <div> </div> <div> </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>	<div> <div> Steam Vents </div> <div> </div> </div> <div> <div> Land -- Island Mountain </div> <div> ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> <div> <div> </div> <div> </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>
<div> <div> Steam Vents </div> <div> </div> </div> <div> <div> Land -- Island Mountain </div> <div> ({T}: Add {U} or {R}.) As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> <div> <div> </div> <div> </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>	<div> <div> Stern Scolding </div> <div> </div> </div> <div> <div> Instant </div> <div> Counter target creature spell with power or toughness 2 or less. </div> </div> <div> <div> </div> <div> </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>	<div> <div> Subtlety </div> <div> </div> </div> <div> <div> Creature -- Elemental Incarnation </div> <div> Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. </div> </div> <div> <div> </div> <div> </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>	<div> <div> Subtlety </div> <div> </div> </div> <div> <div> Creature -- Elemental Incarnation </div> <div> Flash Flying When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library. Evoke--Exile a blue card from your hand. </div> </div> <div> <div> </div> <div> </div> </div> <div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>

<div>Thundering Falls</div> <div>Land -- Island Mountain</div> <div> ({T}: Add {U} or {R}.) 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 PLAY botbox.dev</div>	<div>Thundering Falls</div> <div>Land -- Island Mountain</div> <div> ({T}: Add {U} or {R}.) 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 PLAY botbox.dev</div>	<div>Tishana's Tidebinder 2U</div> <div>Creature -- Merfolk Wizard</div> <div> Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Tishana's Tidebinder 2U</div> <div>Creature -- Merfolk Wizard</div> <div> Flash When this creature enters, counter up to one target activated or triggered ability. If an ability of an artifact, creature, or planeswalker is countered this way, that permanent loses all abilities for as long as this creature remains on the battlefield. (Mana abilities can't be targeted.) </div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Consign to Memory U</div> <div>Instant</div> <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Consign to Memory U</div> <div>Instant</div> <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Consign to Memory U</div> <div>Instant</div> <div> Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Harsh Mentor 1R</div> <div>Creature -- Human Cleric</div> <div> Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

<div> <div>Harsh Mentor</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> Whenever an opponent activates an ability of an artifact, creature, or land on the battlefield, if it isn't a mana ability, this creature deals 2 damage to that player. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Kozilek's Return</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Devoid (This card has no color.) Kozilek's Return deals 2 damage to each creature. Whenever you cast an Eldrazi creature spell with mana value 7 or greater, you may exile this card from your graveyard. If you do, this card deals 5 damage to each creature. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Magmaquake</div> <div> <div>X</div> <div>R</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> Magmaquake deals X damage to each creature without flying and each planeswalker. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Magus of the Moon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Nonbasic lands are Mountains. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Magus of the Moon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Nonbasic lands are Mountains. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Magus of the Moon</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> Nonbasic lands are Mountains. </div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Narset, Parter of Veils</div> <div> <div>1</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Narset</div> <div> Each opponent can't draw more than one card each turn. [-2]: 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 a random order. </div> <div>[sideboard]</div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Roiling Vortex</div> <div> <div>1</div> <div>R</div> </div> </div> <div> <div>Enchantment</div> <div> At the beginning of each player's upkeep, this enchantment deals 1 damage to them. Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player. {R}: Your opponents can't gain life this turn. </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>

Playtest cards - SvenSveeterSven - 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 9/10 - 8 cards - 2.5 x 3.5 in each

① R

At the beginning of each player's upkeep, this enchantment deals 1 damage to them.

Whenever a player casts a spell, if no mana was spent to cast that spell, this enchantment deals 5 damage to that player.

{R}: Your opponents can't gain life this turn.

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Card

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

Counter target activated ability, triggered ability, or legendary spell.

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- - - OTHER FACE - - -