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| <div><div><div><div><div><div></div><div><b>Boseiju, Who Endures</b></div></div></div><div><div>Legendary Land</div><div><div></div><div></div></div></div></div><div><div>{T}: Add {G}.</div><div>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Boseiju, Who Endures</b></div></div></div><div><div>Legendary Land</div><div><div></div><div></div></div></div></div><div><div>{T}: Add {G}.</div><div>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Breeding Pool</b></div></div></div><div><div>Land -- Forest Island</div><div><div></div><div></div></div></div></div><div><div>{T}: Add {G} or {U}.)</div><div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                     | <div><div><div><div><div><div></div><div><b>Bristly Bill, Spine Sower</b></div><div><div>1</div><div>6</div></div></div></div><div><div>Legendary Creature -- Plant Druid</div><div><div></div><div></div></div></div></div><div><div>Landfall -- Whenever a land you control enters, put a +1/+1 counter on target creature.</div><div>{3}{G}{G}: Double the number of +1/+1 counters on each creature you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div><div><div>2/2</div></div></div>                                                           |
| <div><div><div><div><div><div></div><div><b>Chord of Calling</b></div><div><div>X</div><div>G</div><div>G</div><div>G</div></div></div></div><div><div>Instant</div><div><div></div><div></div></div></div></div><div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        | <div><div><div><div><div><div></div><div><b>Chord of Calling</b></div><div><div>X</div><div>G</div><div>G</div><div>G</div></div></div></div><div><div>Instant</div><div><div></div><div></div></div></div></div><div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                        | <div><div><div><div><div><div></div><div><b>Chord of Calling</b></div><div><div>X</div><div>G</div><div>G</div><div>G</div></div></div></div><div><div>Instant</div><div><div></div><div></div></div></div></div><div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><div><div><div></div><div><b>Chord of Calling</b></div><div><div>X</div><div>G</div><div>G</div><div>G</div></div></div></div><div><div>Instant</div><div><div></div><div></div></div></div></div><div><div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

### Delighted Halfling

**G**

Creature -- Halfling Citizen

{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a  
legendary spell, and that spell  
can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Delighted Halfling

**G**

Creature -- Halfling Citizen

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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Delighted Halfling

Ⓒ

Creature -- Halfling Citizen

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{T}: Add one mana of any color.  
Spend this mana only to cast a  
legendary spell, and that spell  
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1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Delighted Halfling

**G**

Creature -- Halfling Citizen

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dryad Arbor

Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Endurance

①GG

Creature -- Elemental Incarnation

Flash  
Reach  
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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Finale of Devastation XGG

## Sorcery

Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - lilianna1989 - 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 2/10 - 8 cards - 2.5 x 3.5 in each

## Forest

Basic Land -- Forest

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallowed Fountain

Land -- Plains Island

( $\{T\}$ : Add  $\{W\}$  or  $\{U\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Haywire Mite

①

Artifact Creature -- Insect

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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## Hedge Maze

Land -- Forest Island

(**{T}**: Add **{G}** or **{U}**.)  
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.)

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## Island

Basic Land -- Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lush Portico

Land -- Forest Plains

({T}: Add {G} or {W}.)  
 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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Malevolent Rumble

① ⑥

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Malevolent Rumble

1 G

Sorcery

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flying  
Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flying  
Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."

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| <b>Nadu, Winged Wisdom</b> ①⑥⑩<br>Legendary Creature -- Bird Wizard<br>Flying<br>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Nadu, Winged Wisdom</b> ①⑥⑩<br>Legendary Creature -- Bird Wizard<br>Flying<br>Creatures you control have "Whenever this creature becomes the target of a spell or ability, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put it into your hand. This ability triggers only twice each turn."<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Noble Hierarchy</b> ⑥<br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Outrider en-Kor</b> ②④<br>Creature -- Kor Rebel Knight<br>Flanking (Whenever a creature without flanking blocks this creature, the blocking creature gets -1/-1 until end of turn.)<br>{0}: The next 1 damage that would be dealt to this creature this turn is dealt to target creature you control instead.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Shifting Woodland</b><br>Land<br>This land enters tapped unless you control a Forest.<br>{T}: Add {G}.<br>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <b>Shifting Woodland</b><br>Land<br>This land enters tapped unless you control a Forest.<br>{T}: Add {G}.<br>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <b>Shuko</b> ①<br>Artifact -- Equipment<br>Equipped creature gets +1/+0.<br>Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                  | <b>Shuko</b> ①<br>Artifact -- Equipment<br>Equipped creature gets +1/+0.<br>Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                         |

①

Equipped creature gets +1/+0.  
Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

Equipped creature gets +1/+0.  
Equip {0} ({0}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Bestow {1}{G}  
Enchanted creature gets +1/+1.  
Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Bestow {1}{G}  
Enchanted creature gets +1/+1.  
Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Bestow {1}{G}  
Enchanted creature gets +1/+1.  
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1/1

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## ⑨

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

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## ①

Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay  $\{2\}\{G\}\{G\}$ . If you don't, you lose the game.

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div> <div>Sylvan Safekeeper</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                               | <div> <div>Temple Garden</div> <div> <div></div> </div> </div> <div> <div>Land -- Forest Plains</div> <div> <div>{T}: Add {G} or {W}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                           | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                     | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Urza's Saga</div> <div> <div></div> </div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Saga</div> <div> <div></div> </div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Saga</div> <div> <div></div> </div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Windswept Heath</div> <div> <div></div> </div> </div> <div> <div>Land</div> <div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                              |

## Windswept Heath

Land

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

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## Windswept Heath

Land

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

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

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## Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

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**Burrenton Forge-Tender** (W)

Creature -- Kithkin Wizard

Protection from red  
Sacrifice this creature: Prevent all  
damage a red source of your choice  
would deal this turn.

```
[sidebar]
```

1/1

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**Drannith Magistrate** (1)(W)

Creature -- Human Wizard

Your opponents can't cast spells from anywhere other than their hands.

```
[sidebar]
```

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Endurance** (1)(G)(G)

Creature -- Elemental Incarnation

Flash  
Reach  
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.

[sidebar]

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Force of Vigor** (2GG)

Instant

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

[sidebar]

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2GG

If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.

[sideboard]

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**G**

Target opponent sacrifices a creature of their choice with flying.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G**

Target opponent sacrifices a creature of their choice with flying.

[sidebar]

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①

When this artifact enters, exile target card from a graveyard.  
{T}, Sacrifice this artifact: Exile each opponent's graveyard.  
{1}, {T}, Sacrifice this artifact: Draw a card.

```
[sidebar]
```

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②

Permanent cards in graveyards can't enter the battlefield.  
Players can't cast noncreature spells from graveyards or exile.

[sidebar]

0/4

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① W

```
When this creature enters, choose
one --
* Remove all counters from target
creature. It can't have counters put
on it for as long as this creature
remains on the battlefield.
* Target opponent loses all
counters. That player can't get
counters for as long as this
creature remains on the battlefield.
```

[sidebar]

1/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Each opponent can cast spells only any time they could cast a sorcery

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W U

Each opponent can cast spells only any time they could cast a sorcery

[+1]: Until your next turn, you may cast sorcery spells as though they had flash.

[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

[sideboard]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div> <div> Veil of Summer 6 </div> <div> Instant </div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Vexing Bauble 1 </div> <div> Artifact </div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Volatile Stormdrake 1 U </div> <div> Creature -- Drake </div> <div> <p>Flying, hexproof from activated and triggered abilities</p> <p>When this creature enters, exchange control of this creature and target creature an opponent controls. If you do, you get {E}{E}{E}{E}, then sacrifice that creature unless you pay an amount of {E} equal to its mana value.</p> <p>[sideboard]</p> <div> 3/2 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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