

U

Target player draws three cards.

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( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)

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①

{T}, Sacrifice this artifact: Add three mana of any one color.

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{T}: Add {G}.  
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.

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U

Draw three cards, then put two cards from your hand on top of your library in any order.

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**B**

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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(B)

Choose a nonland card name. Target player reveals their hand and discards all cards with that name. Flashback--Sacrifice a creature. (You may cast this card from your graveyard for its flashback cost. Then exile it.)

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① ②

Activated abilities of artifacts  
can't be activated.

2/2

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| <div> <div>Collector Ouphe</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>            | <div> <div>Collector Ouphe</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                          | <div> <div>Deathrite Shaman</div> <div> <div>B</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Shaman</div> <div>           {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/>           {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/>           {G}, {T}: Exile target creature card from a graveyard. You gain 2 life.         </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Deathrite Shaman</div> <div> <div>B</div> <div>G</div> </div> </div> <div> <div>Creature -- Elf Shaman</div> <div>           {T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)<br/>           {B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.<br/>           {G}, {T}: Exile target creature card from a graveyard. You gain 2 life.         </div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Demonic Tutor</div> <div> <div>1</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Search your library for a card, put that card into your hand, then shuffle.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Dread Return</div> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Sorcery</div> <div>Return target creature card from your graveyard to the battlefield. Flashback--Sacrifice three creatures. (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Dryad Arbor</div> <div></div> </div> <div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                              | <div> <div>Flusterstorm</div> <div> <div>U</div> </div> </div> <div> <div>Instant</div> <div>Counter target instant or sorcery spell unless its controller pays {1}. Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                          |

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| <div><div>Flusterstorm</div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flusterstorm</div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flusterstorm</div><div>Instant</div><div>Counter target instant or sorcery spell unless its controller pays {1}.<br/>Storm (When you cast this spell, copy it for each spell cast before it this turn. You may choose new targets for the copies.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Force of Will</div><div>Instant</div><div>You may pay 1 life and exile a blue card from your hand rather than pay this spell's mana cost.<br/>Counter target spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Gitaxian Probe</div><div>Sorcery</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Look at target player's hand.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         |

## Green Sun's Zenith



## Sorcery

Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.

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## Hermit Druid



Creature -- Human Druid

{G}, {T}: Reveal cards from the top of your library until you reveal a basic land card. Put that card into your hand and all other cards revealed this way into your graveyard.

1/1

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1/1

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## Lotus Petal



Artifact

{T}, Sacrifice this artifact: Add one mana of any color.

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| <div><div>Memory's Journey</div><div><div>1</div><div>U</div></div></div> <div><div>Instant</div><div>Target player shuffles up to three target cards from their graveyard into their library.<br/>Flashback {G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mental Misstep</div><div><div>UP</div></div></div> <div><div>Instant</div><div>{U/P} can be paid with either {U} or 2 life.)<br/>Counter target spell with mana value 1.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Misty Rainforest</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Misty Rainforest</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Misty Rainforest</div></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> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                    | <div><div>Mox Emerald</div><div><div>9</div></div></div> <div><div>Artifact</div><div>{T}: Add {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                | <div><div>Mox Jet</div><div><div>9</div></div></div> <div><div>Artifact</div><div>{T}: Add {B}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                   | <div><div>Mox Pearl</div><div><div>9</div></div></div> <div><div>Artifact</div><div>{T}: Add {W}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                 |

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| <div> <div>Mox Sapphire</div> <div>Artifact</div> <div>{T}: Add {U}.</div> <div> <div>0</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                              | <div> <div>Narcomoeba</div> <div>Creature -- Illusion</div> <div>Flying</div> <div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Narcomoeba</div> <div>Creature -- Illusion</div> <div>Flying</div> <div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Narcomoeba</div> <div>Creature -- Illusion</div> <div>Flying</div> <div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Narcomoeba</div> <div>Creature -- Illusion</div> <div>Flying</div> <div>When this card is put into your graveyard from your library, you may put it onto the battlefield.</div> <div> <div>1</div> <div>U</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Ponder</div> <div>Sorcery</div> <div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div> <div> <div>U</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       | <div> <div>Ponder</div> <div>Sorcery</div> <div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div> <div> <div>U</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       | <div> <div>Ponder</div> <div>Sorcery</div> <div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div> <div> <div>U</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                       |

### Playtest cards - yapperdoodle - Vintage (Vintage 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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div><div><div><div></div><div><b>Ponder</b></div><div>①</div></div></div><div><div>Sorcery</div><div>Look at the top three cards of your library, then put them back in any order. You may shuffle. Draw a card.</div></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>Thassa's Oracle</b></div><div>①①</div></div></div><div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div></div></div></div><div><div>1/3</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>Thassa's Oracle</b></div><div>①①</div></div></div><div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div></div></div></div><div><div>1/3</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>Time Walk</b></div><div>①①</div></div></div><div><div>Sorcery</div><div>Take an extra turn after this one.</div></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>Tropical Island</b></div><div></div></div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div></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>Tropical Island</b></div><div></div></div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div></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>Tropical Island</b></div><div></div></div></div><div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)</div></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>Underground Sea</b></div><div></div></div></div><div><div>Land -- Island Swamp</div><div>({T}: Add {U} or {B}.)</div></div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Underground Sea</div><div>Land -- Island Swamp</div><div>(<b>{T}</b>): Add <b>{U}</b> or <b>{B}</b>.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                        | <div><div>Verdant Catacombs</div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Verdant Catacombs</div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>           | <div><div>Verdant Catacombs</div><div>Land</div><div><b>{T}</b>, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                           |
| <div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Abrupt Decay</div><div><div>B</div><div>G</div></div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Negation</div><div><div>1</div><div>U</div><div>U</div></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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                    | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                    | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                        | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <div> <div>Legolas's Quick Reflexes</div> <div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Untap target creature. Until end of turn, it gains reach, hexproof, and "Whenever this creature becomes tapped, it deals damage equal to its power to up to one target creature."</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Legolas's Quick Reflexes</div> <div> <div>6</div> </div> </div> <div>Instant</div> <div> <p>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.) Untap target creature. Until end of turn, it gains reach, hexproof, and "Whenever this creature becomes tapped, it deals damage equal to its power to up to one target creature."</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Lurrus of the Dream-Den</div> <div> <div>1</div> <div>W/B</div> <div>W/B</div> </div> </div> <div> <div>Legendary Creature -- Cat Nightmare</div> </div> <div> <p>Companion -- Each permanent card in your starting deck has mana value 2 or less. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.) Lifelink</p> <p>Once during each of your turns, you may cast a permanent spell with mana value 2 or less from your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Outland Liberator</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Werewolf</div> </div> <div> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)</p> <p>[sideboard]</p> </div> <div> <div>2/2</div> </div> <div> <div>----- BACK FACE -----</div> </div> <div> <div>Frenzied Trapbreaker</div> </div> <div> <div>Creature -- Werewolf</div> </div> <div> <p>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.)</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - yapperdoodle - Vintage (Vintage 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

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| <div> <div>Pithing Needle</div> <div>1</div> </div> <div>Artifact</div> <div> <p>As this artifact enters, choose a card name.</p> <p>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The Tabernacle at Pendrell Vale</div> <div></div> </div> <div>Legendary Land</div> <div> <p>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div>6</div> </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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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