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| <div><div>Arena of Glory</div><div>Land</div><div><p>This land enters tapped unless you control a Mountain.</p><p>{T}: Add {R}.</p><p>{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.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    |
| <div><div>Arid Mesa</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div><p>( {T}: Add {B} or {R}.)</p><p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>          | <div><div>Flooded Strand</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Flooded Strand</div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>Leyline Binding5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Leyline Binding5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |
| <div><div>Leyline Binding5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding5W</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.<br/>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Guildpact6W6U6G6R6</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline of the Guildpact6W6U6G6R6</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Leyline of the Guildpact</div><div><div><div>G/W</div><div>G/U</div><div>B/G</div><div>R/G</div></div></div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Leyline of the Guildpact</div><div><div><div>G/W</div><div>G/U</div><div>B/G</div><div>R/G</div></div></div></div> <div>Enchantment</div> <div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Each nonland permanent you control is all colors.<br/>Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Lightning Bolt</div><div><div>R</div></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>Lightning Bolt</div><div><div>R</div></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>Lightning Bolt</div><div><div>R</div></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>Lightning Bolt</div><div><div>R</div></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>Lush Portico</div></div> <div>Land -- Forest Plains</div> <div>({T}: Add {G} or {W}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(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>Mountain</div></div> <div>Basic Land -- Mountain</div> <div>({T}: Add {R}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                            |

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| <div> <b>Nishoba Brawler</b> <span>16</span> </div> <div>           Creature -- Cat Warrior         </div> <div>           Trample<br/>           Domain -- Nishoba Brawler's power is equal to the number of basic land types among lands you control.         </div> <div> <div>* / 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Nishoba Brawler</b> <span>16</span> </div> <div>           Creature -- Cat Warrior         </div> <div>           Trample<br/>           Domain -- Nishoba Brawler's power is equal to the number of basic land types among lands you control.         </div> <div> <div>* / 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                    | <div> <b>Phlage, Titan of Fire's Fury</b> <span>1RW</span> </div> <div>           Legendary Creature -- Elder Giant         </div> <div>           When Phlage enters, sacrifice it unless it escaped.<br/>           Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br/>           Escape--<math>\{R\}\{R\}\{W\}\{W\}</math>, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)         </div> <div> <div>6 / 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                      | <div> <b>Phlage, Titan of Fire's Fury</b> <span>1RW</span> </div> <div>           Legendary Creature -- Elder Giant         </div> <div>           When Phlage enters, sacrifice it unless it escaped.<br/>           Whenever Phlage enters or attacks, it deals 3 damage to any target and you gain 3 life.<br/>           Escape--<math>\{R\}\{R\}\{W\}\{W\}</math>, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.)         </div> <div> <div>6 / 6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                      |
| <div> <b>Plains</b> </div> <div>           Basic Land -- Plains         </div> <div> <math>\{T\}</math>: Add <math>\{W\}</math>.         </div> <div> <div>2 / 1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                        | <div> <b>Ragavan, Nimble Pilferer</b> <span>R</span> </div> <div>           Legendary Creature -- Monkey Pirate         </div> <div>           Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/>           Dash <math>\{1\}\{R\}</math> (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)         </div> <div> <div>2 / 1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Ragavan, Nimble Pilferer</b> <span>R</span> </div> <div>           Legendary Creature -- Monkey Pirate         </div> <div>           Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/>           Dash <math>\{1\}\{R\}</math> (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)         </div> <div> <div>2 / 1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Ragavan, Nimble Pilferer</b> <span>R</span> </div> <div>           Legendary Creature -- Monkey Pirate         </div> <div>           Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/>           Dash <math>\{1\}\{R\}</math> (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.)         </div> <div> <div>2 / 1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - jjj777 - Modern (Modern Challenge 32)

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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Sacred Foundry</div> <div>Land -- Mountain Plains</div> <div>           ({T}: Add {R} or {W}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                    | <div>Scion of Draco</div> <div>Artifact Creature -- Dragon</div> <div>           Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/>           Flying<br/>           Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.         </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Scion of Draco</div> <div>Artifact Creature -- Dragon</div> <div>           Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/>           Flying<br/>           Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.         </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Scion of Draco</div> <div>Artifact Creature -- Dragon</div> <div>           Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/>           Flying<br/>           Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.         </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Scion of Draco</div> <div>Artifact Creature -- Dragon</div> <div>           Domain -- This spell costs {2} less to cast for each basic land type among lands you control.<br/>           Flying<br/>           Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.         </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Spectral Denial</div> <div>Instant</div> <div>           This spell costs {1} less to cast for each creature you control with power 4 or greater.<br/>           Counter target spell unless its controller pays {X}.         </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                     | <div>Spectral Denial</div> <div>Instant</div> <div>           This spell costs {1} less to cast for each creature you control with power 4 or greater.<br/>           Counter target spell unless its controller pays {X}.         </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                     | <div>Steam Vents</div> <div>Land -- Island Mountain</div> <div>           ({T}: Add {U} or {R}.)<br/>           As this land enters, you may pay 2 life. If you don't, it enters tapped.         </div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                       |

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| <div><div>Stubborn Denial</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div>Stubborn Denial</div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {1}. Ferocious -- If you control a creature with power 4 or greater, counter that spell instead.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                         | <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>([T]): Add [G] or [W].) 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>Territorial Kavv</div><div>Creature -- Kavv</div><div>Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control. Whenever this creature attacks, choose one --<br/>* Discard a card. If you do, draw a card.<br/>* Exile up to one target card from a graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Territorial Kavv</div><div>Creature -- Kavv</div><div>Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control. Whenever this creature attacks, choose one --<br/>* Discard a card. If you do, draw a card.<br/>* Exile up to one target card from a graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Territorial Kavv</div><div>Creature -- Kavv</div><div>Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control. Whenever this creature attacks, choose one --<br/>* Discard a card. If you do, draw a card.<br/>* Exile up to one target card from a graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Territorial Kavv</div><div>Creature -- Kavv</div><div>Domain -- Territorial Kavv's power and toughness are each equal to the number of basic land types among lands you control. Whenever this creature attacks, choose one --<br/>* Discard a card. If you do, draw a card.<br/>* Exile up to one target card from a graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Tribal Flames</div><div>Sorcery</div><div>Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                               |

## Tribal Flames

① R

## Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tribal Flames

① R

## Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tribal Flames

①R

## Sorcery

Domain -- Tribal Flames deals X damage to any target, where X is the number of basic land types among lands you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Nacatl

Ⓒ

Creature -- Cat Warrior

This creature gets +1/+1 as long as you control a Mountain.  
This creature gets +1/+1 as long as you control a Plains.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Nacatl

**G**

Creature -- Cat Warrior

This creature gets +1/+1 as long as you control a Mountain.

This creature gets +1/+1 as long as you control a Plains.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Nacatl

**G**

Creature -- Cat Warrior

This creature gets +1/+1 as long as you control a Mountain.  
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1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wild Nacatl

**G**

Creature -- Cat Warrior

This creature gets +1/+1 as long as you control a Mountain.  
This creature gets +1/+1 as long as you control a Plains.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wooded Foothills

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - jjj777 - Modern (Modern Challenge 32)

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 7/10 - 8 cards - 2.5 x 3.5 in each

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| <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>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>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>Xander's Lounge</div> <div>Land -- Island Swamp Mountain</div> <div>{T}: Add {U}, {B}, or {R}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                         |
| <div>Consign to Memory</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 PLAYbotbox.dev</div> | <div>Consign to Memory</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 PLAYbotbox.dev</div> | <div>Consign to Memory</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 PLAYbotbox.dev</div> | <div>Consign to Memory</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 PLAYbotbox.dev</div> |

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| <div><div>Ghost Vacuum</div><div>1</div></div> <div>Artifact</div> <div><p>{T}: Exile target card from a graveyard.</p><p>{6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mystical Dispute</div><div>2U</div></div> <div>Instant</div> <div><p>This spell costs {2} less to cast if it targets a blue spell.</p><p>Counter target spell unless its controller pays {3}.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Mystical Dispute</div><div>2U</div></div> <div>Instant</div> <div><p>This spell costs {2} less to cast if it targets a blue spell.</p><p>Counter target spell unless its controller pays {3}.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                  | <div><div>Orim's Chant</div><div>W</div></div> <div>Instant</div> <div><p>Kicker {W} (You may pay an additional {W} as you cast this spell.)</p><p>Target player can't cast spells this turn. If this spell was kicked, creatures can't attack this turn.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                           |
| <div><div>Pyroclasm</div><div>1R</div></div> <div>Sorcery</div> <div><p>Pyroclasm deals 2 damage to each creature.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                          | <div><div>Pyroclasm</div><div>1R</div></div> <div>Sorcery</div> <div><p>Pyroclasm deals 2 damage to each creature.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                      | <div><div>Surgical Extraction</div><div>BP</div></div> <div>Instant</div> <div><p>{B/P} can be paid with either {B} or 2 life.)</p><p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p><p>[sideboard]</p></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Wear</div><div>1R</div></div> <div>Instant</div> <div><p>Destroy target artifact.</p><p>Fuse (You may cast one or both halves of this card from your hand.)</p><p>[sideboard]</p><div><div>RIGHT HALF</div></div><div><div>Tear</div><div>W</div></div><div>Instant</div><div><p>Destroy target enchantment.</p><p>Fuse (You may cast one or both halves of this card from your hand.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div><div><div><div>Wear</div><div>1R</div></div><div>Instant</div><div>Destroy target artifact.<br/>Fuse (You may cast one or both halves of this card from your hand.)</div><div>[sideboard]</div></div><div><div>----- RIGHT HALF -----</div><div><div><div>Tear</div><div>W</div></div><div>Instant</div><div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves of this card from your hand.)</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><div>Wrath of the Skies</div><div>XW W</div></div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</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>Wrath of the Skies</div><div>XW W</div></div><div>Sorcery</div><div>You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div></div> |  |
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