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```
{U}, Sacrifice this artifact: Return
target creature to its owner's hand.
{1}, Sacrifice this artifact: Draw a
card.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Forest Island

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

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As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Land -- Mountain Forest

(**{T}**: Add **{R}** or **{G}**.)  
This land enters tapped.  
When this land enters, surveil 1.  
(Look at the top card of your library. You may put it into your graveyard.)

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②③

Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)  
When Emry enters, mill four cards.  
{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)

**1/2**

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**1/2**

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| <div> <div>Flame of Anor</div> <div> <div>1</div> <div>U</div> <div>R</div> </div> </div> <div>Instant</div> <div> <p>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.</p> <ul style="list-style-type: none"> <li>* Target player draws two cards.</li> <li>* Destroy target artifact.</li> <li>* Flame of Anor deals 5 damage to target creature.</li> </ul> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Grinding Station</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>{T}, Sacrifice an artifact: Target player mills three cards.</p> <p>Whenever an artifact enters, you may untap this artifact.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                    | <div> <div>Grinding Station</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>{T}, Sacrifice an artifact: Target player mills three cards.</p> <p>Whenever an artifact enters, you may untap this artifact.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                    | <div> <div>Grinding Station</div> <div> <div>2</div> </div> </div> <div>Artifact</div> <div> <p>{T}, Sacrifice an artifact: Target player mills three cards.</p> <p>Whenever an artifact enters, you may untap this artifact.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                    |
| <div> <div>Haywire Mite</div> <div> <div>1</div> </div> </div> <div>Artifact Creature -- Insect</div> <div> <p>When this creature dies, you gain 2 life.</p> <p>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> </div> <div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                          | <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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}."</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div>Malevolent Rumble<div><div>1</div><div>6</div></div></div><div>Sorcery</div><div>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}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Bauble<div><div>0</div></div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Bauble<div><div>0</div></div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Bauble<div><div>0</div></div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
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Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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## Legendary Land

{T}: Add {U}.  
Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.

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U

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.)

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U

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.)

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| <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>                                                                                                                                                              |
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| <div> <div>Soul-Guide Lantern</div> <div>1</div> </div> <div>Artifact</div> <div> <p>When this artifact enters, exile target card from a graveyard.</p> <p>{T}, Sacrifice this artifact: Exile each opponent's graveyard.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  | <div> <div>Spell Snare</div> <div>U</div> </div> <div>Instant</div> <div> <p>Counter target spell with mana value 2.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div> <div>Steam Vents</div> <div></div> </div> <div>Land -- Island Mountain</div> <div> <p>{T}: Add {U} or {R}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 | <div> <div>Steam Vents</div> <div></div> </div> <div>Land -- Island Mountain</div> <div> <p>{T}: Add {U} or {R}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <div> <div>Tamiyo, Inquisitive Student</div> <div>U</div> </div> <div>Legendary Creature -- Moonfolk Wizard</div> <div> <p>Flying</p> <p>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</p> </div> <div> <div>0/3</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Tamiyo, Seasoned Scholar</div> <div></div> </div> <div>Legendary Planeswalker -- Tamiyo</div> <div> <p>[+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.</p> <p>[-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color.</p> <p>[-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no</p> </div> <div> <div>L 2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tamiyo, Inquisitive Student</div> <div>U</div> </div> <div>Legendary Creature -- Moonfolk Wizard</div> <div> <p>Flying</p> <p>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</p> </div> <div> <div>0/3</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Tamiyo, Seasoned Scholar</div> <div></div> </div> <div>Legendary Planeswalker -- Tamiyo</div> <div> <p>[+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.</p> <p>[-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color.</p> <p>[-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no</p> </div> <div> <div>L 2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tamiyo, Inquisitive Student</div> <div>U</div> </div> <div>Legendary Creature -- Moonfolk Wizard</div> <div> <p>Flying</p> <p>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</p> </div> <div> <div>0/3</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Tamiyo, Seasoned Scholar</div> <div></div> </div> <div>Legendary Planeswalker -- Tamiyo</div> <div> <p>[+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.</p> <p>[-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color.</p> <p>[-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no</p> </div> <div> <div>L 2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Tamiyo, Inquisitive Student</div> <div>U</div> </div> <div>Legendary Creature -- Moonfolk Wizard</div> <div> <p>Flying</p> <p>Whenever Tamiyo attacks, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>When you draw your third card in a turn, exile Tamiyo, then return her to the battlefield transformed under her owner's control.</p> </div> <div> <div>0/3</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Tamiyo, Seasoned Scholar</div> <div></div> </div> <div>Legendary Planeswalker -- Tamiyo</div> <div> <p>[+2]: Until your next turn, whenever a creature attacks you or a planeswalker you control, it gets -1/-0 until end of turn.</p> <p>[-3]: Return target instant or sorcery card from your graveyard to your hand. If it's a green card, add one mana of any color.</p> <p>[-7]: Draw cards equal to half the number of cards in your library, rounded up. You get an emblem with "You have no</p> </div> <div> <div>L 2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Conrado, Alexandre - Modern (City Class Games Showdown VIII | Ciclo 2 A

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>Thassa's Oracle</div> <div>⓪ⓤ</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>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underworld Breach</div> <div>①Ⓡ</div> <div>Enchantment</div> <div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</div> <div>At the beginning of the end step, sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Underworld Breach</div> <div>①Ⓡ</div> <div>Enchantment</div> <div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</div> <div>At the beginning of the end step, sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 | <div>Underworld Breach</div> <div>①Ⓡ</div> <div>Enchantment</div> <div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</div> <div>At the beginning of the end step, sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                 |
| <div>Underworld Breach</div> <div>①Ⓡ</div> <div>Enchantment</div> <div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)</div> <div>At the beginning of the end step, sacrifice this enchantment.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                      | <div>Unholy Heat</div> <div>Ⓡ</div> <div>Instant</div> <div>Unholy Heat deals 2 damage to target creature or planeswalker.</div> <div>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                           | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Urza's Saga</div> <div>Enchantment Land -- Urza's Saga</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    | <div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                    |
| <div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div>{T}: Add {G}.<br/>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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <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> | <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> |

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| <div><div>Consign to Memory</div><div>U</div></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><div>Flame of Anor</div><div>1UR</div></div> <div>Instant</div> <div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.<br/>* Target player draws two cards.<br/>* Destroy target artifact.<br/>* Flame of Anor deals 5 damage to target creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Grapeshot</div><div>1R</div></div> <div>Sorcery</div> <div>Grapeshot deals 1 damage to any target.<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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Mystical Dispute</div><div>2U</div></div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          |
| <div><div>Mystical Dispute</div><div>2U</div></div> <div>Instant</div> <div>This spell costs {2} less to cast if it targets a blue spell.<br/>Counter target spell unless its controller pays {3}.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                       | <div><div>Nature's Claim</div><div>G</div></div> <div>Instant</div> <div>Destroy target artifact or enchantment. Its controller gains 4 life.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                | <div><div>Pyroclasm</div><div>1R</div></div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div><div>Unholy Heat</div><div>R</div></div> <div>Instant</div> <div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <div> Unholy Heat R </div> <div> Instant </div> <div> <p>Unholy Heat deals 2 damage to target creature or planeswalker.</p> <p>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Urza, Lord High Artificer 2UU </div> <div> Legendary Creature -- Human Artificer </div> <div> <p>When Urza enters, create a 0/0 colorless Construct artifact creature token with "This token gets +1/+1 for each artifact you control."</p> <p>Tap an untapped artifact you control: Add {U}.</p> <p>{5}: Shuffle your library, then exile the top card. Until end of turn, you may play that card without paying its mana cost.</p> <p>[sideboard]</p> </div> <div> <div>1/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> Wrenn and Six RG </div> <div> Legendary Planeswalker -- Wrenn </div> <div> <p>[+1]: Return up to one target land card from your graveyard to your hand.</p> <p>[-1]: Wrenn and Six deals 1 damage to any target.</p> <p>[-7]: You get an emblem with "Instant and sorcery cards in your graveyard have retrace." (You may cast instant and sorcery cards from your graveyard by discarding a land card in addition to paying their other costs.)</p> <p>[sideboard]</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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