

## Land

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

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## Enchantment

At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.

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## 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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Legendary Creature -- Phyrexian Praetor

### Vigilance

If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger.

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| <div><div><div>Endurance</div><div><div>1</div><div>G</div><div>G</div></div></div><div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.<br/>Evoke--Exile a green card from your hand.</div><div><div>3/4</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Fire</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Fire deals 2 damage divided as you choose among one or two targets.</div><div><div>RIGHT HALF</div></div></div><div><div><div>Ice</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Tap target permanent.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Fire</div><div><div>1</div><div>R</div></div></div><div><div>Instant</div><div>Fire deals 2 damage divided as you choose among one or two targets.</div><div><div>RIGHT HALF</div></div></div><div><div><div>Ice</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Tap target permanent.<br/>Draw a card.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Flooded Strand</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                         |
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| <div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  | <div><div>Hallowed Fountain</div><div>Land -- Plains Island</div><div>{T}: Add {W} or {U}.)<br/>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>Hedge Maze</div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                    | <div><div>Indatha Triome</div><div>Land -- Plains Swamp Forest</div><div>{T}: Add {W}, {B}, or {G}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                               |
| <div><div>Island</div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Leyline Binding</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 Binding</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 Binding</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> |

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| <div>Leyline Binding</div> <div> <div>5</div> <div>W</div> </div> <div>Enchantment</div> <div>Flash</div> <div>Domain -- This spell costs {1} less to cast for each basic land type among lands you control.</div> <div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                               | <div>Magmatic Hellkite</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> <div>Creature -- Dragon</div> <div>Flying</div> <div>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Magmatic Hellkite</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> <div>Creature -- Dragon</div> <div>Flying</div> <div>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Magmatic Hellkite</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> <div>Creature -- Dragon</div> <div>Flying</div> <div>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Magmatic Hellkite</div> <div> <div>2</div> <div>R</div> <div>R</div> </div> <div>Creature -- Dragon</div> <div>Flying</div> <div>When this creature enters, destroy target nonbasic land an opponent controls. Its controller searches their library for a basic land card, puts it onto the battlefield tapped with a stun counter on it, then shuffles. (If a permanent with a stun counter would become untapped, remove one from it instead.)</div> <div>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Misty Rainforest</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>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                     | <div>Misty Rainforest</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>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                     | <div>Misty Rainforest</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>4/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                     |

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| <div>Misty Rainforest</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>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Omnath, Locus of Creation R G W U</div> <div>Legendary Creature -- Elemental</div> <div>When Omnath enters, draw a card.<br/>Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Omnath, Locus of Creation R G W U</div> <div>Legendary Creature -- Elemental</div> <div>When Omnath enters, draw a card.<br/>Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Omnath, Locus of Creation R G W U</div> <div>Legendary Creature -- Elemental</div> <div>When Omnath enters, draw a card.<br/>Landfall -- Whenever a land you control enters, you gain 4 life if this is the first time this ability has resolved this turn. If it's the second time, add {R}{G}{W}{U}. If it's the third time, Omnath deals 4 damage to each opponent and each planeswalker you don't control.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Plains</div> <div>Basic Land -- Plains</div> <div>({T}: Add {W}.)</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                             | <div>Quantum Riddler 3 U U</div> <div>Creature -- Sphinx</div> <div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                          | <div>Quantum Riddler 3 U U</div> <div>Creature -- Sphinx</div> <div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                          | <div>Quantum Riddler 3 U U</div> <div>Creature -- Sphinx</div> <div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div> <div>4/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                          |

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| <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>Flying<br>When this creature enters, draw a card.<br>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br>Warp {1}{U}<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                            | <b>Sacred Foundry</b><br>Land -- Mountain Plains<br>({T}: Add {R} or {W}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.                                                                                                                                                                                                                        | <b>Shardless Agent</b> (1)(G)(U)<br>Artifact Creature -- Human Rogue<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Shardless Agent</b> (1)(G)(U)<br>Artifact Creature -- Human Rogue<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Shardless Agent</b> (1)(G)(U)<br>Artifact Creature -- Human Rogue<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Shardless Agent</b> (1)(G)(U)<br>Artifact Creature -- Human Rogue<br>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                          | <b>Solitude</b> (3)(W)(W)<br>Creature -- Elemental Incarnation<br>Flash<br>Lifelink<br>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br>Evoke--Exile a white card from your hand.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                          |

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| <div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Evoked--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                    | <div> <div>Solitude</div> <div> <div>3</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Lifelink</div> <div>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.</div> <div>Evoked--Exile a white card from your hand.</div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                    | <div> <div>Steam Vents</div> </div> <div> <div>Land -- Island Mountain</div> <div>{T}: Add {U} or {R}.)</div> <div>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>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <div>{T}: Add {R} or {G}.)</div> <div>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>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoked--Exile a blue card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoked--Exile a blue card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoked--Exile a blue card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Subtlety</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Flying</div> <div>When this creature enters, choose up to one target creature spell or planeswalker spell. Its owner puts it on their choice of the top or bottom of their library.</div> <div>Evoked--Exile a blue card from your hand.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <div><div>Temple Garden</div><div>Land -- Forest Plains</div><div>{T}: Add {G} or {W}.)<br/>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>Thundering Falls</div><div>Land -- Island Mountain</div><div>{T}: Add {U} or {R}.)<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><div>Witch Enchanter</div><div>Card</div><div>----- OTHER FACE -----</div><div>Witch Enchanter</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                  | <div><div>Witch Enchanter</div><div>Card</div><div>----- OTHER FACE -----</div><div>Witch Enchanter</div><div>Card</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                        |
| <div><div>Endurance</div><div>1GG</div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>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.<br/>Evoke--Exile a green card from your hand.</div><div>[sideboard]</div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Firespout</div><div>2R/G</div><div>Sorcery</div><div>Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell.<br/>(Do both if {R}{G} was spent.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Firespout</div><div>2R/G</div><div>Sorcery</div><div>Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell.<br/>(Do both if {R}{G} was spent.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Force of Negation</div><div>1UU</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.<br/>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> <b>Force of Negation</b> <span>1UU</span> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Mystical Dispute</b> <span>2U</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                        | <div> <b>Mystical Dispute</b> <span>2U</span> </div> <div>Instant</div> <div> <p>This spell costs {2} less to cast if it targets a blue spell. Counter target spell unless its controller pays {3}.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                       | <div> <b>Obsidian Charmaw</b> <span>3RR</span> </div> <div>Creature -- Dragon</div> <div> <p>This spell costs {1} less to cast for each land your opponents control that could produce {C}.</p> <p>Flying</p> <p>When this creature enters, destroy target nonbasic land an opponent controls.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                             |
| <div> <b>Rough</b> <span>1R</span> </div> <div>Sorcery</div> <div> <p>Rough deals 2 damage to each creature without flying.</p> <p>[sideboard]</p> </div> <div>           ----- RIGHT HALF -----         </div> <div> <div>Tumble<span>5R</span></div> <div>Sorcery</div> <div> <p>Tumble deals 6 damage to each creature with flying.</p> </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>   | <div> <b>Rough</b> <span>1R</span> </div> <div>Sorcery</div> <div> <p>Rough deals 2 damage to each creature without flying.</p> <p>[sideboard]</p> </div> <div>           ----- RIGHT HALF -----         </div> <div> <div>Tumble<span>5R</span></div> <div>Sorcery</div> <div> <p>Tumble deals 6 damage to each creature with flying.</p> </div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Teferi, Time Raveler</b> <span>1WU</span> </div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>L 4</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Teferi, Time Raveler</b> <span>1WU</span> </div> <div>Legendary Planeswalker -- Teferi</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>L 4</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

Playtest cards - Edraros3 - 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 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Wear<span>(1)(R)</span></div> <div>Instant</div> <div>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</div> <div>[sideboard]</div> <div>- - - RIGHT HALF - - -</div> <div>Tear<span>(W)</span></div> <div>Instant</div> <div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wear<span>(1)(R)</span></div> <div>Instant</div> <div>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</div> <div>[sideboard]</div> <div>- - - RIGHT HALF - - -</div> <div>Tear<span>(W)</span></div> <div>Instant</div> <div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Wear<span>(1)(R)</span></div> <div>Instant</div> <div>Destroy target artifact.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</div> <div>[sideboard]</div> <div>- - - RIGHT HALF - - -</div> <div>Tear<span>(W)</span></div> <div>Instant</div> <div>Destroy target enchantment.<br/>Fuse (You may cast one or both halves<br/>of this card from your hand.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
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