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| <b>Arena of Glory</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Mountain.<br/> {T}: Add {R}.<br/> {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> | <b>Bojuka Bog</b><br><hr/> Land<br><hr/> <p>This land enters tapped.<br/> When this land enters, exile target player's graveyard.<br/> {T}: Add {B}.</p>                                  | <b>Boseiju, Who Endures</b><br><hr/> Legendary Land<br><hr/> <p>{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.</p> | <b>Commercial District</b><br><hr/> Land -- Mountain Forest<br><hr/> <p>{T}: Add {R} or {G}.)<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.)</p> |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                              |
| <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p>                                                                                                                              | <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p> | <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p>                                                                                                                                                                                                                          | <b>Eldrazi Temple</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/> {T}: Add {C}{C}. Spend this mana only to cast colorless Eldrazi spells or activate abilities of colorless Eldrazi.</p>                                                          |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                  | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                     | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                                              | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                              |

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| <b>Emrakul, the Promised End</b> <sup>(13)</sup><br>Legendary Creature -- Eldrazi<br>This spell costs {1} less to cast for each card type among cards in your graveyard.<br>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br>Flying, trample, protection from instants<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> <sup>(13)</sup><br>Legendary Creature -- Eldrazi<br>This spell costs {1} less to cast for each card type among cards in your graveyard.<br>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br>Flying, trample, protection from instants<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Emrakul, the Promised End</b> <sup>(13)</sup><br>Legendary Creature -- Eldrazi<br>This spell costs {1} less to cast for each card type among cards in your graveyard.<br>When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.<br>Flying, trample, protection from instants<br><div>13/13</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                   |
| <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                  | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                                                                  | <b>Formidable Speaker</b> <sup>(2)(6)</sup><br>Creature -- Elf Druid<br>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br>{1}, {T}: Untap another target permanent.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                | <b>Formidable Speaker</b> <sup>(2)(6)</sup><br>Creature -- Elf Druid<br>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br>{1}, {T}: Untap another target permanent.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <b>Formidable Speaker</b> <span>26</span> </div> <div>           Creature -- Elf Druid         </div> <div> <p>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.</p> <p>{1}, {T}: Untap another target permanent.</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                       | <div> <b>Formidable Speaker</b> <span>26</span> </div> <div>           Creature -- Elf Druid         </div> <div> <p>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.</p> <p>{1}, {T}: Untap another target permanent.</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Ghost Quarter</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                               | <div> <b>Herigast, Erupting Nullkite</b> <span>9</span> </div> <div>           Legendary Creature -- Eldrazi Dragon         </div> <div> <p>Emerge {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)</p> <p>When you cast this spell, you may exile your hand. If you do, draw three cards.</p> <p>Flying</p> <p>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Herigast, Erupting Nullkite</b> <span>9</span> </div> <div>           Legendary Creature -- Eldrazi Dragon         </div> <div> <p>Emerge {6}{R}{R} (You may cast this spell by sacrificing a creature and paying the emerge cost reduced by that creature's mana value.)</p> <p>When you cast this spell, you may exile your hand. If you do, draw three cards.</p> <p>Flying</p> <p>Each creature spell you cast has emerge. The emerge cost is equal to its mana cost.</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Icefill Explorer</b> <span>266</span> </div> <div>           Creature -- Insect Scout         </div> <div> <p>You may play an additional land on each of your turns.</p> <p>You may play lands from your graveyard.</p> <p>Landfall -- Whenever a land you control enters, mill a card.</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                             | <div> <b>Ilharg, the Raze-Boar</b> <span>3RR</span> </div> <div>           Legendary Creature -- Boar God         </div> <div> <p>Trample</p> <p>Whenever Ilharg attacks, you may put a creature card from your hand onto the battlefield tapped and attacking. Return that creature to your hand at the beginning of the next end step.</p> <p>When Ilharg dies or is put into exile from the battlefield, you may put it into its owner's library third from the top.</p> </div> <div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Kozilek's Command</b> <span>XC</span> </div> <div>           Kindred Instant -- Eldrazi         </div> <div> <p>Choose two --</p> <ul style="list-style-type: none"> <li>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."</li> <li>* Target player scries X, then draws a card.</li> <li>* Exile target creature with mana value X or less.</li> <li>* Exile up to X target cards from graveyards.</li> </ul> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>         |



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| <div> <div>Malevolent Rumble</div> <div> <div>1</div> <div>6</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>Misty Rainforest</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                              | <div> <div>Shifting Woodland</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Land</div> <div> <p>This land enters tapped unless you control a Forest.<br/> {T}: Add {G}.<br/> Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                  | <div> <div>Sire of Seven Deaths</div> <div> <div>7</div> </div> </div> <div>Creature -- Eldrazi</div> <div> <p>Reach, first strike<br/> Vigilance, menace<br/> Trample, lifelink<br/> Ward--Pay 7 life.</p> </div> <div> <div>7/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                     |
| <div> <div>Sire of Seven Deaths</div> <div> <div>7</div> </div> </div> <div>Creature -- Eldrazi</div> <div> <p>Reach, first strike<br/> Vigilance, menace<br/> Trample, lifelink<br/> Ward--Pay 7 life.</p> </div> <div> <div>7/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                              | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)<br/> Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/> When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)<br/> Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/> When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)<br/> Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/> When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

Playtest cards - Lightspirit - 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 5/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</div> <div>When you cast this spell, if it was kicked, exile target land.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Stomping Ground</div> </div> <div> <div>Land -- Mountain Forest</div> <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> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Talisman of Impulse</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                     |
| <div> <div>Talisman of Impulse</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                       | <div> <div>Talisman of Impulse</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                     | <div> <div>Talisman of Impulse</div> <div>2</div> </div> <div> <div>Artifact</div> <div> <div>{T}: Add {C}.</div> <div>{T}: Add {R} or {G}. This artifact deals 1 damage to you.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                     | <div> <div>Ugin's Labyrinth</div> </div> <div> <div>Land</div> <div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</div> <div>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</div> <div>{T}: Return the exiled card to its owner's hand.</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div>Ugin's Labyrinth</div> <div>Land</div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ugin's Labyrinth</div> <div>Land</div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ugin's Labyrinth</div> <div>Land</div> <div>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.<br/>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.<br/>{T}: Return the exiled card to its owner's hand.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Unholy Heat</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                            | <div>Utopia Sprawl</div> <div>Enchantment -- Aura</div> <div>Enchant Forest<br/>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>   |

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| <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, 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>Vibrance</div> <div>Creature -- Elemental Incarnation</div> <div>When this creature enters, if {R}{R} was spent to cast it, this creature deals 3 damage to any target. When this creature enters, if {G}{G} was spent to cast it, search your library for a land card, reveal it, put it into your hand, then shuffle. You gain 2 life. Evoke {R/G}{R/G}</div> <div>4/4</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>World Breaker</div> <div>Creature -- Eldrazi</div> <div>Devoid (This card has no color.) When you cast this spell, exile target artifact, enchantment, or land. Reach {2}{C}, Sacrifice a land: Return this card from your graveyard to your hand. ({C} represents colorless mana.)</div> <div>5/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Blood Moon</div> <div>Enchantment</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                             | <div>Fade from History</div> <div>Sorcery</div> <div>Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                         | <div>Fade from History</div> <div>Sorcery</div> <div>Each player who controls an artifact or enchantment creates a 2/2 green Bear creature token. Then destroy all artifacts and enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Magus of the Moon</div> <div>Creature -- Human Wizard</div> <div>Nonbasic lands are Mountains.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                               |

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| <div> <b>Magus of the Moon</b> <div>2R</div> </div> <div>           Creature -- Human Wizard         </div> <div>           Nonbasic lands are Mountains.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                          | <div> <b>Nature's Claim</b> <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 PLAY           botbox.dev         </div>                                                                                                                                                                                                    | <div> <b>Nature's Claim</b> <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 PLAY           botbox.dev         </div>                                                                                                                                                                                                                        | <div> <b>Soulless Jailer</b> <div>2</div> </div> <div>           Artifact Creature -- Phyrexian Golem         </div> <div>           Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.         </div> <div>           [sideboard]         </div> <div> <div>0/4</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                        |
| <div> <b>Surgical Extraction</b> <div>BP</div> </div> <div>           Instant         </div> <div>           ({B/P} can be paid with either {B} or 2 life.) 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.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Surgical Extraction</b> <div>BP</div> </div> <div>           Instant         </div> <div>           ({B/P} can be paid with either {B} or 2 life.) 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.         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Trinisphere</b> <div>3</div> </div> <div>           Artifact         </div> <div>           As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Trinisphere</b> <div>3</div> </div> <div>           Artifact         </div> <div>           As long as this artifact is untapped, each spell that would cost less than three mana to cast costs three mana to cast. (Additional mana in the cost may be paid with any color of mana or colorless mana. For example, a spell that would cost {1}{B} to cast costs {2}{B} to cast instead.)         </div> <div>           [sideboard]         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

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| <div><div>Unholy Heat</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></div> | <div><div>Unholy Heat</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></div> | <div><div>Vexing Bauble</div><div>Artifact</div><div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/>{1}, {T}, Sacrifice this artifact:<br/>Draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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