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| <div>Archon of Cruelty 6BB</div> <div>Creature -- Archon</div> <div>Flying<br/>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Archon of Cruelty 6BB</div> <div>Creature -- Archon</div> <div>Flying<br/>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Archon of Cruelty 6BB</div> <div>Creature -- Archon</div> <div>Flying<br/>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Archon of Cruelty 6BB</div> <div>Creature -- Archon</div> <div>Flying<br/>Whenever this creature enters or attacks, target opponent sacrifices a creature or planeswalker of their choice, discards a card, and loses 3 life. You draw a card and gain 3 life.</div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Arid Mesa</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                      | <div>Blood Crypt</div> <div>Land -- Swamp Mountain</div> <div>(T): Add B or R.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                       |

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| <div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div><div>Bloodstained Mire</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          | <div><div><div>Dwarven Mine</div><div>Land -- Mountain</div><div>{T}: Add {R}.)<br/>This land enters tapped unless you control three or more other Mountains.<br/>When this land enters untapped, create a 1/1 red Dwarf creature token.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div><div><div>Dwarven Mine</div><div>Land -- Mountain</div><div>{T}: Add {R}.)<br/>This land enters tapped unless you control three or more other Mountains.<br/>When this land enters untapped, create a 1/1 red Dwarf creature token.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dwarven Mine</div><div>Land -- Mountain</div><div>{T}: Add {R}.)<br/>This land enters tapped unless you control three or more other Mountains.<br/>When this land enters untapped, create a 1/1 red Dwarf creature token.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div><div>-----<br/>-- - BACK FACE - - -</div><div><div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fable of the Mirror-Breaker 2R</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div></div><div>-----<br/>-- - BACK FACE - - -</div><div><div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div></div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fable of the Mirror-Breaker (2)(R)</div><div>Enchantment -- Saga</div><div>(As this Saga enters and after your draw step, add a lore counter.)<br/>I -- Create a 2/2 red Goblin Shaman creature token with "Whenever this token attacks, create a Treasure token."<br/>II -- You may discard up to two cards. If you do, draw that many cards.<br/>III -- Exile this Saga, then return it to the battlefield transformed under your control.</div><div>----- BACK FACE -----</div><div>Reflection of Kiki-Jiki</div><div>Enchantment Creature -- Goblin Shaman</div><div>{1}, {T}: Create a token that's a copy of another target nonlegendary creature you control, except it has haste. Sacrifice it at the beginning of the next end step.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Fire (1)(R)</div><div>Instant</div><div>Fire deals 2 damage divided as you choose among one or two targets.</div><div>----- RIGHT HALF -----</div><div>Ice (1)(U)</div><div>Instant</div><div>Tap target permanent.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                       | <div><div><div>Fire (1)(R)</div><div>Instant</div><div>Fire deals 2 damage divided as you choose among one or two targets.</div><div>----- RIGHT HALF -----</div><div>Ice (1)(U)</div><div>Instant</div><div>Tap target permanent.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                       |
| <div><div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                                                                                                                                                  | <div><div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Indomitable Creativity (X)(R)(R)(R)</div><div>Sorcery</div><div>Destroy X target artifacts and/or creatures. For each permanent destroyed this way, its controller reveals cards from the top of their library until an artifact or creature card is revealed and exiles that card. Those players put the exiled cards onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |

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| <div><div><div>Jetmir's Garden</div><div>Land -- Mountain Forest Plains</div><div>{T}: Add {R}, {G}, or {W}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                           | <div><div><div>Ketria Triome</div><div>Land -- Forest Island Mountain</div><div>{T}: Add {G}, {U}, or {R}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card:<br/>Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline Binding</div><div>Enchantment</div><div>Flash<br/>Domain -- This spell costs {1} less<br/>to cast for each basic land type<br/>among lands you control.<br/>When this enchantment enters, exile<br/>target nonland permanent an opponent<br/>controls until this enchantment<br/>leaves the battlefield.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any<br/>target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      | <div><div><div>Lightning Bolt</div><div>Instant</div><div>Lightning Bolt deals 3 damage to any<br/>target.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                      |

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Basic Land - - Mountain

$$(\{T\}: \text{Add } \{R\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② B

Return target nonlegendary creature card from your graveyard to the battlefield with a -1/-1 counter on it.

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①②③

```
Choose two --
* Prismari Command deals 2 damage to
any target.
* Target player draws two cards,
then discards two cards.
* Target player creates a Treasure
token.
* Destroy target artifact.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U R

```
Choose two --
* Prismari Command deals 2 damage to
any target.
* Target player draws two cards,
then discards two cards.
* Target player creates a Treasure
token.
* Destroy target artifact.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②③

```
Choose two --
* Prismari Command deals 2 damage to any target.
* Target player draws two cards, then discards two cards.
* Target player creates a Treasure token.
* Destroy target artifact.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land -- Mountain Plains

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

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| <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>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>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>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>Spell Pierce</div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div>Spell Pierce</div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                   | <div>Spell Pierce</div> <div>Instant</div> <div>Counter target noncreature spell unless its controller pays {2}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  |

## Stomping Ground

Land -- Mountain Forest

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

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## Teferi, Time Raveler (1)(W)(U)

## Legendary Planeswalker -- Teferi

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.

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## Teferi, Time Raveler (1)(W)(U)

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## 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.

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## 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.

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Land

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

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## Wrenn and Six

Legendary Planeswalker -- Wrenn

[+1]: Return up to one target land card from your graveyard to your hand.

[-1]: Wrenn and Six deals 1 damage to any target.

[-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.)

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| <div> <div>Wrenn and Six</div> <div> <div>R</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Wrenn</div> <div> <div>[+1]: Return up to one target land card from your graveyard to your hand.</div> <div>[-1]: Wrenn and Six deals 1 damage to any target.</div> <div>[-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.)</div> </div> <div> <div>L</div> <div>3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wrenn and Six</div> <div> <div>R</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Wrenn</div> <div> <div>[+1]: Return up to one target land card from your graveyard to your hand.</div> <div>[-1]: Wrenn and Six deals 1 damage to any target.</div> <div>[-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.)</div> </div> <div> <div>L</div> <div>3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Wrenn and Six</div> <div> <div>R</div> <div>G</div> </div> </div> <div> <div> <div>Legendary Planeswalker -- Wrenn</div> <div> <div>[+1]: Return up to one target land card from your graveyard to your hand.</div> <div>[-1]: Wrenn and Six deals 1 damage to any target.</div> <div>[-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.)</div> </div> <div> <div>L</div> <div>3</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Xander's Lounge</div> </div> <div> <div>Land -- Island Swamp Mountain</div> <div> <div>{T}: Add {U}, {B}, or {R}.)</div> <div>This land enters tapped.</div> <div>Cycling {3} ({3}, Discard this card: Draw a card.)</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                      |
| <div> <div>Flusterstorm</div> <div> <div>U</div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Counter target instant or sorcery spell unless its controller pays {1}.</div> <div>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> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                 | <div> <div>Flusterstorm</div> <div> <div>U</div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Counter target instant or sorcery spell unless its controller pays {1}.</div> <div>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> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                 | <div> <div>Hallowed Moonlight</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Until end of turn, if a creature would enter and it wasn't cast, exile it instead.</div> <div>Draw a card.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                    | <div> <div>Hallowed Moonlight</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div> <div>Instant</div> <div> <div>Until end of turn, if a creature would enter and it wasn't cast, exile it instead.</div> <div>Draw a card.</div> </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <b>Iona, Shield of Emeria</b> <span>6WWWW</span> </div> <div>           Legendary Creature -- Angel         </div> <div>           Flying<br/>           As Iona enters, choose a color.<br/>           Your opponents can't cast spells of the chosen color.         </div> <div>           [sideboard]         </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                        | <div> <b>Strike It Rich</b> <span>R</span> </div> <div>           Sorcery         </div> <div>           Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br/>           Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                     | <div> <b>Strike It Rich</b> <span>R</span> </div> <div>           Sorcery         </div> <div>           Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br/>           Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                    | <div> <b>Strike It Rich</b> <span>R</span> </div> <div>           Sorcery         </div> <div>           Create a Treasure token. (It's an artifact with "{T}", Sacrifice this token: Add one mana of any color.)<br/>           Flashback {2}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                    |
| <div> <b>Turn the Earth</b> <span>G</span> </div> <div>           Instant         </div> <div>           Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life.<br/>           Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Turn the Earth</b> <span>G</span> </div> <div>           Instant         </div> <div>           Choose up to three target cards in graveyards. The owners of those cards shuffle them into their libraries. You gain 2 life.<br/>           Flashback {1}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Veil of Summer</b> <span>G</span> </div> <div>           Instant         </div> <div>           Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Veil of Summer</b> <span>G</span> </div> <div>           Instant         </div> <div>           Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)         </div> <div>           [sideboard]         </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

Playtest cards - hachamsi - Modern (Modern League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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| <div><b>Wear</b> ①Ⓜ</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> <hr style="border-top: 1px dashed black;"/> <div><b>Tear</b> Ⓜ</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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><b>Wear</b> ①Ⓜ</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> <hr style="border-top: 1px dashed black;"/> <div><b>Tear</b> Ⓜ</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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><b>Wear</b> ①Ⓜ</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> <hr style="border-top: 1px dashed black;"/> <div><b>Tear</b> Ⓜ</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></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |  |
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