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| <div><div><b>Boseiju, Who Endures</b></div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Breeding Pool</b></div><div>Land -- Forest Island</div><div><p>(T): Add {G} or {U}.)</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><div><b>Elesh Norn, Mother of Machines</b> (4)(W)</div><div>Legendary Creature -- Phyrexian Praetor</div><div><p>Vigilance</p><p>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.</p></div><div><div>4/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Expressive Iteration</b> (U)(R)</div><div>Sorcery</div><div><p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><b>Expressive Iteration</b> (U)(R)</div><div>Sorcery</div><div><p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                      | <div><div><b>Expressive Iteration</b> (U)(R)</div><div>Sorcery</div><div><p>Look at the top three cards of your library. Put one of them into your hand, put one of them on the bottom of your library, and exile one of them. You may play the exiled card this turn.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Flooded Strand</b></div><div>Land</div><div><p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                      | <div><div><b>Forest</b></div><div>Basic Land -- Forest</div><div><p>(T): Add {G}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                     |

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| <b>Fury</b> <span>3</span> <span>R</span> <span>R</span><br>Creature -- Elemental Incarnation<br>Double strike<br>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br>Evoke--Exile a red card from your hand.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Fury</b> <span>3</span> <span>R</span> <span>R</span><br>Creature -- Elemental Incarnation<br>Double strike<br>When this creature enters, it deals 4 damage divided as you choose among any number of target creatures and/or planeswalkers.<br>Evoke--Exile a red card from your hand.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         | <b>Hallowed Fountain</b><br>Land -- Plains Island<br>({T}: Add {W} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                           | <b>Island</b><br>Basic Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                          |
| <b>Leyline Binding</b> <span>5</span> <span>W</span><br>Enchantment<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Leyline Binding</b> <span>5</span> <span>W</span><br>Enchantment<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Leyline Binding</b> <span>5</span> <span>W</span><br>Enchantment<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Leyline Binding</b> <span>5</span> <span>W</span><br>Enchantment<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

®

Lightning Bolt deals 3 damage to any target.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Legendary Creature -- Elf Scout

Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Legendary Creature -- Elf Scout

Landfall -- Whenever a land you control enters, add one mana of any color. Then if this is the second time this ability has resolved this turn, reveal cards from the top of your library until you reveal an Elf or Elemental card. Put that card into your hand and the rest on the bottom of your library in a random order.

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**R G W U**

Legendary Creature -- Elemental

When Omnath enters, draw a card.  
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.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <div><div>Omnath, Locus of Creation</div><div><div>R</div><div>G</div><div>W</div><div>U</div></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 PLAYbotbox.dev</div></div> | <div><div>Omnath, Locus of Creation</div><div><div>R</div><div>G</div><div>W</div><div>U</div></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 PLAYbotbox.dev</div></div> | <div><div>Omnath, Locus of Creation</div><div><div>R</div><div>G</div><div>W</div><div>U</div></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 PLAYbotbox.dev</div></div> | <div><div>Otakara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Plains</div><div>Basic Land -- Plains</div><div>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                 | <div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                     | <div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                     | <div><div>Prismatic Ending</div><div>Sorcery</div><div>Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |

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| <div> <div>Ragavan, Nimble Pilferer <sup>®</sup></div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Ragavan, Nimble Pilferer <sup>®</sup></div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Ragavan, Nimble Pilferer <sup>®</sup></div> <div> <div>Legendary Creature -- Monkey Pirate</div> <div> Whenever Ragavan deals combat damage to a player, create a Treasure token and exile the top card of that player's library. Until end of turn, you may cast that card.<br/> Dash {1}{R} (You may cast this spell for its dash cost. If you do, it gains haste, and it's returned from the battlefield to its owner's hand at the beginning of the next end step.) </div> <div>2/1</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Raugrin Triome</div> <div> <div>Land -- Island Mountain Plains</div> <div> ({T}: Add {U}, {R}, or {W}.)<br/> This land enters tapped.<br/> Cycling {3} ({3}, Discard this card: Draw a card.) </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                   |
| <div> <div>Sacred Foundry</div> <div> <div>Land -- Mountain Plains</div> <div> ({T}: Add {R} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                               | <div> <div>Solitude <sup>3</sup><sup>W</sup><sup>W</sup></div> <div> <div>Creature -- Elemental Incarnation</div> <div> 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. </div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Solitude <sup>3</sup><sup>W</sup><sup>W</sup></div> <div> <div>Creature -- Elemental Incarnation</div> <div> 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. </div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Solitude <sup>3</sup><sup>W</sup><sup>W</sup></div> <div> <div>Creature -- Elemental Incarnation</div> <div> 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. </div> <div>3/2</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |

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

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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 PLAY</div> <div>botbox.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 PLAY</div> <div>botbox.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 PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                           | <div> <div>Teferi, Time Raveler</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery.</div> <div>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.</div> <div>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Teferi, Time Raveler</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery.</div> <div>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.</div> <div>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Teferi, Time Raveler</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery.</div> <div>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.</div> <div>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Teferi, Time Raveler</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Legendary Planeswalker -- Teferi</div> <div>Each opponent can cast spells only any time they could cast a sorcery.</div> <div>[+1]: Until your next turn, you may cast sorcery spells as though they had flash.</div> <div>[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.</div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.</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 PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                               |

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| <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>    | <div><div>Windswept Heath</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains 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>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>Wrenn and Six</div><div>Legendary Planeswalker -- Wrenn</div><div>[+1]: Return up to one target land card from your graveyard to your hand.<br/>[-1]: Wrenn and Six deals 1 damage to any target.<br/>[-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>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

**R** **G**

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[+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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**L 3**

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**RG**

[+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.)

**L 3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**RG**

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

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

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**L 3**

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Land -- Swamp Mountain Forest

({T}: Add {B}, {R}, or {G}.)  
 This land enters tapped.  
 Cycling {3} ({3}, Discard this card:  
 Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

{T}: Add {G}.  
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.

[sideboard]

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## Legendary Land

{T}: Add {G}.  
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.

[sidebar]

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⊗ ⊗

Artifact

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

⊗ ⊗

Artifact

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

[sideboard]

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| <div><div>Chalice of the Void</div><div><div>X</div><div>X</div></div></div> <div>Artifact</div> <div><p>This artifact enters with X charge counters on it.</p><p>Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</p></div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                            | <div><div>Endurance</div><div><div>1</div><div>G</div><div>G</div></div></div> <div>Creature -- Elemental Incarnation</div> <div><p>Flash</p><p>Reach</p><p>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.</p><p>Evoked--Exile a green card from your hand.</p></div> <div>[sideboard]</div> <div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Endurance</div><div><div>1</div><div>G</div><div>G</div></div></div> <div>Creature -- Elemental Incarnation</div> <div><p>Flash</p><p>Reach</p><p>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.</p><p>Evoked--Exile a green card from your hand.</p></div> <div>[sideboard]</div> <div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Endurance</div><div><div>1</div><div>G</div><div>G</div></div></div> <div>Creature -- Elemental Incarnation</div> <div><p>Flash</p><p>Reach</p><p>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.</p><p>Evoked--Exile a green card from your hand.</p></div> <div>[sideboard]</div> <div><div>3/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |
| <div><div>Engineered Explosives</div><div><div>X</div></div></div> <div>Artifact</div> <div><p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p></div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Engineered Explosives</div><div><div>X</div></div></div> <div>Artifact</div> <div><p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p></div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                               | <div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div> <div>Instant</div> <div><p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p></div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                         | <div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div> <div>Instant</div> <div><p>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</p></div> <div>[sideboard]</div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                         |

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| <div> <div>Hallowed Moonlight</div> <div> <div>1</div> <div>W</div> </div> </div> <div>Instant</div> <div> <p>Until end of turn, if a creature would enter and it wasn't cast, exile it instead.<br/>Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>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.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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