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| <p><b>Breeding Pool</b></p> <p>Land -- Forest Island</p> <p>([T]): Add [G] or [U].)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                | <p><b>Canopy Vista</b></p> <p>Land -- Forest Plains</p> <p>([T]): Add [G] or [W].)<br/>This land enters tapped unless you control two or more basic lands.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                      | <p><b>Coiling Oracle</b> [G][U]</p> <p>Creature -- Snake Elf Druid</p> <p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                    | <p><b>Coiling Oracle</b> [G][U]</p> <p>Creature -- Snake Elf Druid</p> <p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                |
| <p><b>Coiling Oracle</b> [G][U]</p> <p>Creature -- Snake Elf Druid</p> <p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Coiling Oracle</b> [G][U]</p> <p>Creature -- Snake Elf Druid</p> <p>When this creature enters, reveal the top card of your library. If it's a land card, put it onto the battlefield. Otherwise, put that card into your hand.</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Deputy of Detention</b> [1][W][U]</p> <p>Creature -- Vedalken Wizard</p> <p>When this creature enters, exile target nonland permanent an opponent controls and all other nonland permanents that player controls with the same name as that permanent until this creature leaves the battlefield.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Ephemerate</b> [W]</p> <p>Instant</p> <p>Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

W

Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

W

Exile target creature you control, then return it to the battlefield under its owner's control. Rebound (If you cast this spell from your hand, exile it as it resolves. At the beginning of your next upkeep, you may cast this card from exile without paying its mana cost.)

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1 G G

When this creature enters, you may return target card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

When this creature enters, you may return target card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

When this creature enters, you may return target card from your graveyard to your hand.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flying  
When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① W W

Flying  
When this creature enters, exile another target permanent. Return that card to the battlefield under its owner's control at the beginning of the next end step.

3/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U U

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U U

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 U U

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② ③

Instant

If it's not your turn, you may exile a blue card from your hand rather than pay this spell's mana cost. Counter target noncreature spell. If that spell is countered this way, exile it instead of putting it into its owner's graveyard.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hallowed Fountain

Land - - Plains Island

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**G U**

Snow Creature -- Snake

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

**G U**

Snow Creature -- Snake

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

**G U**

Snow Creature -- Snake

Flash  
Flying  
When this creature enters, draw a card.  
This creature has deathtouch as long as you control at least three other snow permanents.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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| <b>Ice-Fang Coatl</b> <span>(G)(U)</span><br>Snow Creature -- Snake<br>Flash<br>Flying<br>When this creature enters, draw a card.<br>This creature has deathtouch as long as you control at least three other snow permanents.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Knight of Autumn</b> <span>(1)(G)(W)</span><br>Creature -- Dryad Knight<br>When this creature enters, choose one --<br>* Put two +1/+1 counters on this creature.<br>* Destroy target artifact or enchantment.<br>* You gain 4 life.<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Misty Rainforest</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   | <b>Misty Rainforest</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                   |
| <b>Noble Hierarch</b> <span>(G)</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                        | <b>Noble Hierarch</b> <span>(G)</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                 | <b>Noble Hierarch</b> <span>(G)</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Noble Hierarch</b> <span>(G)</span><br>Creature -- Human Druid<br>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br>{T}: Add {G}, {W}, or {U}.<br><div>0/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - infernflo - 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 4/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Path to Exile</div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Path to Exile</div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Path to Exile</div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Path to Exile</div><div>Instant</div><div>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Prismatic Vista</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                        |

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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                     |
| <div><div>Snow-Covered Island</div><div>Basic Snow Land -- Island</div><div>({T}: Add {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Soulherder</div><div>1WU</div><div>Creature -- Spirit</div><div>Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature.<br/>At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Soulherder</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature.<br/> At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control. </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Soulherder</div> <div> <div>1</div> <div>W</div> <div>U</div> </div> </div> <div> <div>Creature -- Spirit</div> <div> Whenever a creature is exiled from the battlefield, put a +1/+1 counter on this creature.<br/> At the beginning of your end step, you may exile another target creature you control, then return that card to the battlefield under its owner's control. </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                           | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> ({T}: Add {G} or {W}.)<br/> As this land enters, you may pay 2 life. If you don't, it enters tapped. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                | <div> <div>Thassa, Deep-Dwelling</div> <div> <div>3</div> <div>U</div> </div> </div> <div> <div>Legendary Enchantment Creature -- God</div> <div> Indestructible<br/> As long as your devotion to blue is less than five, Thassa isn't a creature.<br/> At the beginning of your end step, exile up to one other target creature you control, then return that card to the battlefield under your control.<br/> {3}{U}: Tap another target creature. </div> <div>6/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Time Warp</div> <div> <div>3</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Sorcery</div> <div> Target player takes an extra turn after this one. </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                       | <div> <div>Uro, Titan of Nature's Wrath</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Elder Giant</div> <div> When Uro enters, sacrifice it unless it escaped.<br/> Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.<br/> Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Uro, Titan of Nature's Wrath</div> <div> <div>1</div> <div>G</div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Elder Giant</div> <div> When Uro enters, sacrifice it unless it escaped.<br/> Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield.<br/> Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Venser, Shaper Savant</div> <div> <div>2</div> <div>U</div> <div>U</div> </div> </div> <div> <div>Legendary Creature -- Human Wizard</div> <div> Flash (You may cast this spell any time you could cast an instant.)<br/> When Venser enters, return target spell or permanent to its owner's hand. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                       |

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| <div><div>Waterlogged Grove</div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {U}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</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>Ashiok, Dream Render 1U/BU/B</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ashiok, Dream Render 1U/BU/B</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Ashiok, Dream Render 1U/BU/B</div><div>Legendary Planeswalker -- Ashiok</div><div>Spells and abilities your opponents control can't cause their controller to search their library.<br/>[-1]: Target player mills four cards. Then exile each opponent's graveyard.</div><div>[sideboard]</div><div>L 5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Auriok Champion W W</div><div>Creature -- Human Cleric</div><div>Protection from black and from red<br/>Whenever another creature enters, you may gain 1 life.</div><div>[sideboard]</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Auriok Champion</b> <span>W</span><span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div>           Protection from black and from red<br/>           Whenever another creature enters,<br/>           you may gain 1 life.         </div> <div>           [sideboard]         </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                          | <div> <b>Collector Ouphe</b> <span>1</span><span>G</span> </div> <div>           Creature -- Ouphe         </div> <div>           Activated abilities of artifacts<br/>           can't be activated.         </div> <div>           [sideboard]         </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                  | <div> <b>Knight of Autumn</b> <span>1</span><span>G</span><span>W</span> </div> <div>           Creature -- Dryad Knight         </div> <div>           When this creature enters, choose<br/>           one --<br/>           * Put two +1/+1 counters on this<br/>           creature.<br/>           * Destroy target artifact or<br/>           enchantment.<br/>           * You gain 4 life.         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                            | <div> <b>Knight of Autumn</b> <span>1</span><span>G</span><span>W</span> </div> <div>           Creature -- Dryad Knight         </div> <div>           When this creature enters, choose<br/>           one --<br/>           * Put two +1/+1 counters on this<br/>           creature.<br/>           * Destroy target artifact or<br/>           enchantment.<br/>           * You gain 4 life.         </div> <div>           [sideboard]         </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div>                                                                                                                                            |
| <div> <b>Lavinia of the Tenth</b> <span>3</span><span>W</span><span>U</span> </div> <div>           Legendary Creature -- Human Soldier         </div> <div>           Protection from red<br/>           When Lavinia enters, detain each<br/>           nonland permanent your opponents<br/>           control with mana value 4 or less.<br/>           (Until your next turn, those<br/>           permanents can't attack or block and<br/>           their activated abilities can't be<br/>           activated.)         </div> <div>           [sideboard]         </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> | <div> <b>Teferi, Hero of Dominaria</b> <span>3</span><span>W</span><span>U</span> </div> <div>           Legendary Planeswalker -- Teferi         </div> <div>           [+1]: Draw a card. At the beginning<br/>           of the next end step, untap up to<br/>           two lands.<br/>           [-3]: Put target nonland permanent<br/>           into its owner's library third from<br/>           the top.<br/>           [-8]: You get an emblem with<br/>           "Whenever you draw a card, exile<br/>           target permanent an opponent<br/>           controls."         </div> <div>           [sideboard]         </div> <div> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.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<br/>           a blue or black spell this turn.<br/>           Spells you control can't be<br/>           countered this turn. You and<br/>           permanents you control gain hexproof<br/>           from blue and from black until end<br/>           of turn. (You and they can't be the<br/>           targets of blue or black spells or<br/>           abilities your opponents control.)         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.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<br/>           a blue or black spell this turn.<br/>           Spells you control can't be<br/>           countered this turn. You and<br/>           permanents you control gain hexproof<br/>           from blue and from black until end<br/>           of turn. (You and they can't be the<br/>           targets of blue or black spells or<br/>           abilities your opponents control.)         </div> <div>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> </div> |

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| <div> <div> <b>Veil of Summer</b> <span>(G)</span> </div> <div> Instant <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <b>Winds of Abandon</b> <span>(1)(W)</span> </div> <div> Sorcery <div> <p>Exile target creature you don't control. For each creature exiled this way, its controller searches their library for a basic land card. Those players put those cards onto the battlefield tapped, then shuffle.</p> <p>Overload {4}{W}{W} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <b>Winds of Abandon</b> <span>(1)(W)</span> </div> <div> Sorcery <div> <p>Exile target creature you don't control. For each creature exiled this way, its controller searches their library for a basic land card. Those players put those cards onto the battlefield tapped, then shuffle.</p> <p>Overload {4}{W}{W} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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