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| <div><div><b>Blast Zone</b></div><div>Land</div><div><p>This land enters with a charge counter on it.</p><p>{T}: Add {C}.</p><p>{X}{X}, {T}: Put X charge counters on this land.</p><p>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Bojuka Bog</b></div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, exile target player's graveyard.</p><p>{T}: Add {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <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>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>Cloudpost</b></div><div>Land -- Locus</div><div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                            | <div><div><b>Cloudpost</b></div><div>Land -- Locus</div><div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                     | <div><div><b>Cloudpost</b></div><div>Land -- Locus</div><div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                              | <div><div><b>Cloudpost</b></div><div>Land -- Locus</div><div><p>This land enters tapped.</p><p>{T}: Add {C} for each Locus on the battlefield.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                                                                              |

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| <b>Crop Rotation</b> ⑥<br><hr/> Instant<br><hr/> As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                | <b>Crop Rotation</b> ⑥<br><hr/> Instant<br><hr/> As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                | <b>Crop Rotation</b> ⑥<br><hr/> Instant<br><hr/> As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                | <b>Crop Rotation</b> ⑥<br><hr/> Instant<br><hr/> As an additional cost to cast this spell, sacrifice a land. Search your library for a land card, put that card onto the battlefield, then shuffle. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Disruptor Flute</b> ②<br><hr/> Artifact<br><hr/> Flash<br>As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Disruptor Flute</b> ②<br><hr/> Artifact<br><hr/> Flash<br>As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Disruptor Flute</b> ②<br><hr/> Artifact<br><hr/> Flash<br>As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Elvish Spirit Guide</b> ②⑥<br><hr/> Creature -- Elf Spirit<br><hr/> Exile this card from your hand: Add {G}. <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                      |

2 G

Exile this card from your hand: Add {G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Exile this card from your hand: Add {G}.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

Exile this card from your hand: Add {G}.

**2/2**

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15

This spell can't be countered.  
When you cast this spell, take an extra turn after this one.  
Flying, protection from spells that are one or more colors, annihilator 6  
When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.

15/15

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## Legendary Land

Colorless Eldrazi spells you cast cost {2} less to cast.  
{7}, {T}: Search your library for a colorless creature card, reveal it, put it into your hand, then shuffle.

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Land - - Locus

When this land enters, you gain 1 life for each Locus on the battlefield.  
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Locus

When this land enters, you gain 1 life for each Locus on the battlefield.  
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land - - Locus

When this land enters, you gain 1  
life for each Locus on the  
battlefield.  
{T}: Add {C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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| <div><div>Kozilek's Command (X)(C)(C)</div><div>Kindred Instant -- Eldrazi</div><div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kozilek's Command (X)(C)(C)</div><div>Kindred Instant -- Eldrazi</div><div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kozilek's Command (X)(C)(C)</div><div>Kindred Instant -- Eldrazi</div><div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Kozilek's Command (X)(C)(C)</div><div>Kindred Instant -- Eldrazi</div><div>Choose two --<br/>* Target player creates X 0/1 colorless Eldrazi Spawn creature tokens with "Sacrifice this token: Add {C}."<br/>* Target player scries X, then draws a card.<br/>* Exile target creature with mana value X or less.<br/>* Exile up to X target cards from graveyards.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Once Upon a Time (1)(G)</div><div>Instant</div><div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Once Upon a Time (1)(G)</div><div>Instant</div><div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Once Upon a Time (1)(G)</div><div>Instant</div><div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              | <div><div>Once Upon a Time (1)(G)</div><div>Instant</div><div>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>              |

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| <div>Planar Nexus</div> <div>Land</div> <div> <p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Planar Nexus</div> <div>Land</div> <div> <p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                | <div>Planar Nexus</div> <div>Land</div> <div> <p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                | <div>Planar Nexus</div> <div>Land</div> <div> <p>This land is every nonbasic land type. (Nonbasic land types include Cave, Desert, Gate, Lair, Locus, Mine, Power-Plant, Sphere, Tower, and Urza's.)</p> <p>{T}: Add {C}.</p> <p>{1}, {T}: Add one mana of any color.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                |
| <div>Snow-Covered Forest</div> <div>Basic Snow Land -- Forest</div> <div> <p>{T}: Add {G}.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                           | <div>Sowing Mycospawn ③⑥</div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>When you cast this spell, if it was kicked, exile target land.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sowing Mycospawn ③⑥</div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>When you cast this spell, if it was kicked, exile target land.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Sowing Mycospawn ③⑥</div> <div>Creature -- Eldrazi Fungus</div> <div> <p>Devoid (This card has no color.)</p> <p>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</p> <p>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.</p> <p>When you cast this spell, if it was kicked, exile target land.</p> </div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

Playtest cards - Raptor56 - Legacy (Legacy 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 6/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div>Sowing Mycospawn</div> <div> <div>3</div> <div>6</div> </div> </div> <div> <div>Creature -- Eldrazi Fungus</div> <div> <div>Devoid (This card has no color.)</div> <div>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)</div> <div>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle. When you cast this spell, if it was kicked, exile target land.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>            | <div> <div>Urza's Tower</div> <div> <div>Land -- Urza's Tower</div> <div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                           | <div> <div>Urza's Tower</div> <div> <div>Land -- Urza's Tower</div> <div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                           | <div> <div>Urza's Tower</div> <div> <div>Land -- Urza's Tower</div> <div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                           |

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| <div><div><div>Urza's Tower</div><div>Land -- Urza's Tower</div><div>{T}: Add {C}. If you control an Urza's Mine and an Urza's Power-Plant, add {C}{C}{C} instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>         | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Wasteland</div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Yavimaya, Cradle of Growth</div><div>Legendary Land</div><div>Each land is a Forest in addition to its other land types.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                             |
| <div><div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ensnaring Bridge</div><div>Artifact</div><div>Creatures with power greater than the number of cards in your hand can't attack.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Force of Vigor</div><div>2GG</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Force of Vigor</div><div>2GG</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>2BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Leyline of the Void</div><div>2BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Leyline of the Void</div><div>2BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Liquimetal Coating</div><div>2</div></div><div>Artifact</div><div>{T}: Target permanent becomes an artifact in addition to its other types until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                   | <div><div><div>Mycosynth Lattice</div><div>6</div></div><div>Artifact</div><div>All permanents are artifacts in addition to their other types. All cards that aren't on the battlefield, spells, and permanents are colorless. Players may spend mana as though it were mana of any color.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Tormod's Crypt</div><div>0</div></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                          |

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| <div><div>Veil of Summer</div><div><div>G</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Veil of Summer</div><div><div>G</div></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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Walking Ballista</div><div><div>X</div><div>X</div></div><div>Artifact Creature -- Construct</div><div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div><div>[sideboard]</div><div><div>0/0</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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