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| <div>Breeding Pool</div> <div>Land -- Forest Island</div> <div>{T}: Add {G} or {U}.)<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>                                                                                                                                                                                                                          | <div>Emry, Lurker of the Loch 2U</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emry, Lurker of the Loch 2U</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Emry, Lurker of the Loch 2U</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Emry, Lurker of the Loch 2U</div> <div>Legendary Creature -- Merfolk Wizard</div> <div>Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.)<br/>When Emry enters, mill four cards.<br/>{T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.)</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Grinding Station 2</div> <div>Artifact</div> <div>{T}, Sacrifice an artifact: Target player mills three cards.<br/>Whenever an artifact enters, you may untap this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                          | <div>Grinding Station 2</div> <div>Artifact</div> <div>{T}, Sacrifice an artifact: Target player mills three cards.<br/>Whenever an artifact enters, you may untap this artifact.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                          | <div>Haywire Mite 1</div> <div>Artifact Creature -- Insect</div> <div>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                             |

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| <div><div><div><b>Hedge Maze</b></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div><div><b>Island</b></div><div>Basic Land -- Island</div><div>{T}: Add {U}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                    | <div><div><div><b>Malevolent Rumble</b></div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Malevolent Rumble</b></div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div><b>Malevolent Rumble</b></div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Malevolent Rumble</b></div><div>Sorcery</div><div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Mishra's Bauble</b></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               | <div><div><div><b>Mishra's Bauble</b></div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                               |

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| <div><div>Mishra's Bauble</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mishra's Bauble</div><div>Artifact</div><div>{T}, Sacrifice this artifact: Look at the top card of target player's library. Draw a card at the beginning of the next turn's upkeep.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mountain</div><div>Basic Land -- Mountain</div><div>{T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div>Mox Amber</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            |
| <div><div>Mox Amber</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Mox Amber</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                            | <div><div>Mox Amber</div><div>Legendary Artifact</div><div>{T}: Add one mana of any color among legendary creatures and planeswalkers you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mox Opal</div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Mox Opal</div><div>⓪</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div><div>Mox Opal</div><div>⓪</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div><div>Mox Opal</div><div>⓪</div></div><div>Legendary Artifact</div><div>Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div><div>Preordain</div><div>⓪</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Preordain</div><div>⓪</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preordain</div><div>⓪</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Preordain</div><div>⓪</div></div><div>Sorcery</div><div>Scry 2, then draw a card. (To scry 2, look at the top two cards of your library, then put any number of them on the bottom and the rest on top in any order.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Scalding Tarn</div><div>⓪</div></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>                         |

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| <p><b>Scalding Tarn</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                           | <p><b>Scalding Tarn</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                    | <p><b>Scalding Tarn</b></p> <p>Land</p> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                    | <p><b>Shifting Woodland</b></p> <p>Land</p> <p>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Shifting Woodland</b></p> <p>Land</p> <p>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Sink into Stupor</b> ①④④</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p><b>Soporific Springs</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Sink into Stupor</b> ①④④</p> <p>Instant</p> <p>Return target spell or nonland permanent an opponent controls to its owner's hand.</p> <p>----- BACK FACE -----</p> <p><b>Soporific Springs</b></p> <p>Land</p> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.<br/>{T}: Add {U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Soul-Guide Lantern</b> ①</p> <p>Artifact</p> <p>When this artifact enters, exile target card from a graveyard.<br/>{T}, Sacrifice this artifact: Exile each opponent's graveyard.<br/>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                               |

Playtest cards - Decoyforhire - Modern (Modern Challenge 64)

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><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                  | <div><div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>({T}: Add {R} or {G}.)<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 PLAY</div><div>botbox.dev</div></div></div>              | <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>----- OTHER FACE -----</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                                                                                                                                                                                                                                                                   | <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>----- OTHER FACE -----</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                       |
| <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>----- OTHER FACE -----</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>----- OTHER FACE -----</div><div><div>Tamiyo, Inquisitive Student</div><div>Card</div><div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Thassa's Oracle</div><div>ⓈⓈ</div><div>Creature -- Merfolk Wizard</div><div>When this creature enters, look at the top X cards of your library, where X is your devotion to blue. Put up to one of them on top of your library and the rest on the bottom of your library in a random order. If X is greater than or equal to the number of cards in your library, you win the game. (Each {U} in the mana costs of permanents you control counts toward your devotion to blue.)</div><div>1/3</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Thundering Falls</div><div>Land -- Island Mountain</div><div>({T}: Add {U} or {R}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div><div>Underworld Breach</div><div>①R</div></div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)<br/>At the beginning of the end step, sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Underworld Breach</div><div>①R</div></div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)<br/>At the beginning of the end step, sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Underworld Breach</div><div>①R</div></div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)<br/>At the beginning of the end step, sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Underworld Breach</div><div>①R</div></div><div>Enchantment</div><div>Each nonland card in your graveyard has escape. The escape cost is equal to the card's mana cost plus exile three other cards from your graveyard. (You may cast cards from your graveyard for their escape cost.)<br/>At the beginning of the end step, sacrifice this enchantment.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Unholy Heat</div><div>R</div></div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Unholy Heat</div><div>R</div></div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Unholy Heat</div><div>R</div></div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           | <div><div><div>Unholy Heat</div><div>R</div></div><div>Instant</div><div>Unholy Heat deals 2 damage to target creature or planeswalker.<br/>Delirium -- Unholy Heat deals 6 damage instead if there are four or more card types among cards in your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                           |

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| <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"<br/>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                       | <div><div>Consign to Memory</div><div>Instant</div><div>Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                       | <div><div>Flame of Anor</div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.<br/>* Target player draws two cards.<br/>* Destroy target artifact.<br/>* Flame of Anor deals 5 damage to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     | <div><div>Flame of Anor</div><div>Instant</div><div>Choose one. If you control a Wizard as you cast this spell, you may choose two instead.<br/>* Target player draws two cards.<br/>* Destroy target artifact.<br/>* Flame of Anor deals 5 damage to target creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                     |

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| <div><div>Force of Negation</div><div><div>1</div><div>U</div><div>U</div></div></div> <div><div>Instant</div><div>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.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Jace, Wielder of Mysteries</div><div><div>1</div><div>U</div><div>U</div><div>U</div></div></div> <div><div>Legendary Planeswalker -- Jace</div><div>If you would draw a card while your library has no cards in it, you win the game instead.<br/>[+1]: Target player mills two cards. Draw a card.<br/>[-8]: Draw seven cards. Then if your library has no cards in it, you win the game.</div><div>[sideboard]</div><div><div>L</div><div>4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Nature's Claim</div><div><div>6</div></div></div> <div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Nature's Claim</div><div><div>6</div></div></div> <div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Nature's Claim</div><div><div>6</div></div></div> <div><div>Instant</div><div>Destroy target artifact or enchantment. Its controller gains 4 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                 | <div><div>Pithing Needle</div><div><div>1</div></div></div> <div><div>Artifact</div><div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                              | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    | <div><div>Pyroclasm</div><div><div>1</div><div>R</div></div></div> <div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                    |

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| <div><div><div>Spell Pierce</div><div>U</div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Spell Pierce</div><div>U</div></div><div><div>Instant</div><div>Counter target noncreature spell unless its controller pays {2}.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Tormod's Crypt</div><div>0</div></div><div><div>Artifact</div><div>{T}, Sacrifice this artifact: Exile target player's graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |  |
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