

### Legendary Artifact

You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.

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Sorcery

Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.

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## Sorcery

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## Sorcery

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## Artifact Creature -- Beast

Sacrifice an artifact: Put a +1/+1 counter on this creature.

Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)

0/0

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| <div> <div>Arcbound Ravager2</div> <div>Artifact Creature -- Beast</div> <div> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature.</p> <p>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                  | <div> <div>Arcbound Ravager2</div> <div>Artifact Creature -- Beast</div> <div> <p>Sacrifice an artifact: Put a +1/+1 counter on this creature.</p> <p>Modular 1 (This creature enters with a +1/+1 counter on it. When it dies, you may put its +1/+1 counters on target artifact creature.)</p> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                  | <div> <div>Boseiju, Who Endures</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Boseiju, Who Endures</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Bridgeworks Battle26</div> <div>Sorcery</div> <div> <p>Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)</p> </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Tanglespan Bridgeworks</div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {G}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Bridgeworks Battle26</div> <div>Sorcery</div> <div> <p>Target creature you control gets +2/+2 until end of turn. It fights up to one target creature you don't control. (Each deals damage equal to its power to the other.)</p> </div> <div> <div>-----</div> <div>BACK FACE</div> <div>-----</div> </div> <div> <div>Tanglespan Bridgeworks</div> <div>Land</div> <div> <p>As this land enters, you may pay 3 life. If you don't, it enters tapped.</p> <p>{T}: Add {G}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Darksteel Citadel</div> <div>Artifact Land</div> <div> <p>Indestructible</p> <p>{T}: Add {C}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                  | <div> <div>Darksteel Citadel</div> <div>Artifact Land</div> <div> <p>Indestructible</p> <p>{T}: Add {C}.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                  |

Playtest cards - kePs - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Darksteel Citadel</div><div>Artifact Land</div><div>Indestructible</div><div>{T}: Add {C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Darksteel Citadel</div><div>Artifact Land</div><div>Indestructible</div><div>{T}: Add {C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                     | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                  |
| <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><div>Hardened Scales</div><div>Enchantment</div><div>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hardened Scales</div><div>Enchantment</div><div>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hardened Scales</div><div>Enchantment</div><div>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> Hardened Scales 6 </div> <div> Enchantment </div> <div> <p>If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                         | <div> <div> Haywire Mite 1 </div> <div> Artifact Creature -- Insect </div> <div> <p>When this creature dies, you gain 2 life.<br/>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                 | <div> <div> Inkmoth Nexus </div> <div> Land </div> <div> <p>{T}: Add {C}.<br/>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                    | <div> <div> Inkmoth Nexus </div> <div> Land </div> <div> <p>{T}: Add {C}.<br/>{1}: This land becomes a 1/1 Phyrexian Blinkmoth artifact creature with flying and infect until end of turn. It's still a land. (It deals damage to creatures in the form of -1/-1 counters and to players in the form of poison counters.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>                                                                                                    |
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| <div> <div>Mox Opal</div> <div> <div>0</div> </div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                         | <div> <div>Mox Opal</div> <div> <div>0</div> </div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                         | <div> <div>Mox Opal</div> <div> <div>0</div> </div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                         | <div> <div>Mox Opal</div> <div> <div>0</div> </div> </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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Patchwork Automaton</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/> Whenever you cast an artifact spell, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Patchwork Automaton</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/> Whenever you cast an artifact spell, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Patchwork Automaton</div> <div> <div>2</div> </div> </div> <div> <div>Artifact Creature -- Construct</div> <div> Ward {2} (Whenever this creature becomes the target of a spell or ability an opponent controls, counter it unless that player pays {2}.)<br/> Whenever you cast an artifact spell, put a +1/+1 counter on this creature. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pendelhaven</div> <div> <div>0</div> </div> </div> <div> <div>Legendary Land</div> <div> {T}: Add {G}.<br/> {T}: Target 1/1 creature gets +1/+2 until end of turn. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                            |

①

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.

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2 G

Whenever you put one or more +1/+1 counters on a creature you control, you may draw that many cards. Do this only once each turn.

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2 G

Whenever you put one or more +1/+1 counters on a creature you control, you may draw that many cards. Do this only once each turn.

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①

Whenever a creature you control leaves the battlefield, if it had counters on it, put those counters on The Ozolith.

At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.

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## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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## ①

{T}, Sacrifice this artifact: Exile target player's graveyard.

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**G**

Search your library for a basic land card, reveal it, put it into your hand, then shuffle.

Delirium -- If there are four or more card types among cards in your graveyard, instead search your library for a creature or land card, reveal it, put it into your hand, then shuffle.

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(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
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.'"
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| <div> <b>Urza's Saga</b> </div> <div>           Enchantment Land -- Urza's Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>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.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Urza's Saga</b> </div> <div>           Enchantment Land -- Urza's Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>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.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Urza's Saga</b> </div> <div>           Enchantment Land -- Urza's Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>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.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Walking Ballista</b> </div> <div>           Artifact Creature -- Construct         </div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Walking Ballista</b> </div> <div>           Artifact Creature -- Construct         </div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                       | <div> <b>Walking Ballista</b> </div> <div>           Artifact Creature -- Construct         </div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                       | <div> <b>Walking Ballista</b> </div> <div>           Artifact Creature -- Construct         </div> <div> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> </div> <div> <div>0/0</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                       | <div> <b>Welding Jar</b> </div> <div>           Artifact         </div> <div> <p>Sacrifice this artifact: Regenerate target artifact.</p> </div> <div> <div>0</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                |

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| <b>Zabaz, the Glimmerwasp</b> ①<br>Legendary Artifact Creature -- Insect<br><hr/> Modular 1<br>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.<br>{R}: Destroy target artifact you control.<br>{W}: Zabaz gains flying until end of turn.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zabaz, the Glimmerwasp</b> ①<br>Legendary Artifact Creature -- Insect<br><hr/> Modular 1<br>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.<br>{R}: Destroy target artifact you control.<br>{W}: Zabaz gains flying until end of turn.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zabaz, the Glimmerwasp</b> ①<br>Legendary Artifact Creature -- Insect<br><hr/> Modular 1<br>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.<br>{R}: Destroy target artifact you control.<br>{W}: Zabaz gains flying until end of turn.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Zabaz, the Glimmerwasp</b> ①<br>Legendary Artifact Creature -- Insect<br><hr/> Modular 1<br>If a modular triggered ability would put one or more +1/+1 counters on a creature you control, that many plus one +1/+1 counters are put on it instead.<br>{R}: Destroy target artifact you control.<br>{W}: Zabaz gains flying until end of turn.<br><div>0/0</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Damping Sphere</b> ②<br>Artifact<br><hr/> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                     | <b>Damping Sphere</b> ②<br>Artifact<br><hr/> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                     | <b>Damping Sphere</b> ②<br>Artifact<br><hr/> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount.<br>Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.<br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                     | <b>Dismember</b> ①BPBP<br>Instant<br><hr/> ({B/P} can be paid with either {B} or 2 life.)<br>Target creature gets -5/-5 until end of turn.<br>[sideboard] <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                                |

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| <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                         | <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                         | <div><div><div>Disruptor Flute</div><div><div>2</div></div></div><div><div>Artifact</div><div>Flash<br/>As this artifact enters, choose a card name.<br/>Spells with the chosen name cost {3} more to cast.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Disruptor Flute</div><div><div>2</div></div></div><div><div>Artifact</div><div>Flash<br/>As this artifact enters, choose a card name.<br/>Spells with the chosen name cost {3} more to cast.<br/>Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></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.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></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.<br/>Destroy up to two target artifacts and/or enchantments.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Grafdigger's Cage</div><div><div>1</div></div></div><div><div>Artifact</div><div>Creature cards in graveyards and libraries can't enter the battlefield.<br/>Players can't cast spells from graveyards or libraries.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                   | <div><div><div>Hard-Hitting Question</div><div><div>G</div></div></div><div><div>Sorcery</div><div>Target creature you control deals damage equal to its power to target creature or planeswalker you don't control.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                  |

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| <div> <div> Hard-Hitting Question 6 </div> <div> <div>Sorcery</div> <div> Target creature you control deals damage equal to its power to target creature or planeswalker you don't control. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Veil of Summer 6 </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Veil of Summer 6 </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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