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Equipped creature has deathtouch and lifelink. (Any amount of damage it deals to a creature is enough to destroy it. Damage dealt by this creature also causes you to gain that much life.)

Equip {2} ({2}): Attach to target creature you control. Equip only as a sorcery.)

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**G**

Flying  
{T}: Add one mana of any color.

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Ⓒ

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

Ⓒ

Flying  
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

**G**

Flying  
{T}: Add one mana of any color.

0/1

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{T}: Add {G}.  
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

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

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G G W W

First strike, trample  
When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.

4/4

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sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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.

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| <b>Brightglass Gearhulk</b> (G)(G)(W)(W)<br>Artifact Creature -- Construct<br>First strike, trample<br>When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.<br>4/4<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Devoted Druid</b> (1)(G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br>Put a -1/-1 counter on this creature: Untap this creature.<br>0/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev               | <b>Devoted Druid</b> (1)(G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br>Put a -1/-1 counter on this creature: Untap this creature.<br>0/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                         | <b>Devoted Druid</b> (1)(G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br>Put a -1/-1 counter on this creature: Untap this creature.<br>0/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev     |
| <b>Devoted Druid</b> (1)(G)<br>Creature -- Elf Druid<br>{T}: Add {G}.<br>Put a -1/-1 counter on this creature: Untap this creature.<br>0/2<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                     | <b>Dryad Arbor</b><br>Land Creature -- Forest Dryad<br>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")<br>1/1<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Flooded Strand</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Freed from the Real</b> (2)(U)<br>Enchantment -- Aura<br>Enchant creature<br>{U}: Tap enchanted creature.<br>{U}: Untap enchanted creature.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - Klis - Modern (???????? ??????)

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;  
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sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div><div><div>Freed from the Real</div><div><div>2</div><div>U</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>{U}: Tap enchanted creature.<br/>{U}: Untap enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Freed from the Real</div><div><div>2</div><div>U</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>{U}: Tap enchanted creature.<br/>{U}: Untap enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Freed from the Real</div><div><div>2</div><div>U</div></div></div><div>Enchantment -- Aura</div><div>Enchant creature<br/>{U}: Tap enchanted creature.<br/>{U}: Untap enchanted creature.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                        | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></div><div>Sorcery</div><div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hallowed Fountain</div></div><div>Land -- Plains Island</div><div>{T}: Add {W} 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 PLAYbotbox.dev</div></div>                                                                                             |

## 2/2

Whenever you tap a nonland permanent for mana, add one mana of any type that permanent produced.

{5}{G}{U}: Look at the top five cards of your library. You may put a non-Human creature card from among them onto the battlefield. Put the rest on the bottom of your library in a random order.

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## Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield.

Whenever you tap a creature for mana, add an additional {G}.

**{6}{G}{G}**: Put a +1/+1 counter on each creature you control.

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Whenever you tap a creature for mana, add an additional {G}.

{6}{G}{G}: Put a +1/+1 counter on each creature you control.

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Equipped creature gets +1/+1 for each counter on it.

Equipped permanent isn't a planeswalker and is a creature in addition to its other types.

(Loyalty abilities can still be activated.)

Equip planeswalker {1}

Equip {3}

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## Enchantment

Creatures you control have base power and toughness 6/6 and are 0ozes in addition to their other types.

Whenever an opponent casts a spell, if it's not their turn, you create a 3/3 green Elephant creature token.

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## Misty Rainforest

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

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| <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div>Misty Rainforest</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                    | <div><div>Nature's Rhythmⓧⓖⓖ</div><div>Sorcery</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Nature's Rhythmⓧⓖⓖ</div><div>Sorcery</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nature's Rhythmⓧⓖⓖ</div><div>Sorcery</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nature's Rhythmⓧⓖⓖ</div><div>Sorcery</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Noble Hierarchyⓖ</div><div>Creature -- Human Druid</div><div>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)<br/>{T}: Add {G}, {W}, or {U}.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                 |

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| <b>Noble Hierarchy</b> <span>Ⓞ</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 Hierarchy</b> <span>Ⓞ</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 Hierarchy</b> <span>Ⓞ</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>Portable Hole</b> <span>Ⓦ</span><br>Artifact<br>When this artifact enters, exile target nonland permanent an opponent controls with mana value 2 or less until this artifact leaves the battlefield.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Razorverge Thicket</b><br>Land<br>This land enters tapped unless you control two or fewer other lands.<br>{T}: Add {G} or {W}.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                     | <b>Snow-Covered Forest</b><br>Basic Snow Land -- Forest<br>({T}: Add {G}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                            | <b>Snow-Covered Island</b><br>Basic Snow Land -- Island<br>({T}: Add {U}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                            | <b>Snow-Covered Plains</b><br>Basic Snow Land -- Plains<br>({T}: Add {W}.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                              |

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| <div> <div>Sylvan Caryatid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant</div> <div> <div>Defender, hexproof</div> <div>{T}: Add one mana of any color.</div> </div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                               | <div> <div>Sylvan Safekeeper</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Human Wizard</div> <div> <div>Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)</div> </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> <div>{T}: Add {G} or {W}.)</div> <div>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                            | <div> <div>Urza's Saga</div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Urza's Saga</div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</div> <div>I -- This Saga gains "{T}: Add {C}."</div> <div>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.'"</div> <div>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Vizier of Remedies</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Human Cleric</div> <div> <div>If one or more -1/-1 counters would be put on a creature you control, that many -1/-1 counters minus one are put on it instead.</div> </div> <div>2/1</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> <div> <div>Artifact Creature -- Construct</div> <div> <div>This creature enters with X +1/+1 counters on it.</div> <div>{4}: Put a +1/+1 counter on this creature.</div> <div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> </div> <div>0/0</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> <div> <div>Artifact Creature -- Construct</div> <div> <div>This creature enters with X +1/+1 counters on it.</div> <div>{4}: Put a +1/+1 counter on this creature.</div> <div>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> </div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                |

Playtest cards - Klis - Modern (???????? ??????)

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sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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| <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 PLAY    botbox.dev</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 PLAY    botbox.dev</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 PLAY    botbox.dev</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 PLAY    botbox.dev</div>       |
| <div>Collector Ouphe ①⑥</div> <div>Creature -- Ouphe</div> <div>Activated abilities of artifacts can't be activated.</div> <div>[sideboard]</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                        | <div>Damping Sphere ②</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Damping Sphere ②</div> <div>Artifact</div> <div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Drannith Magistrate ①W</div> <div>Creature -- Human Wizard</div> <div>Your opponents can't cast spells from anywhere other than their hands.</div> <div>[sideboard]</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <div>Hushbringer</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Faerie</div> <div> <div>Flying, lifelink</div> <div>Creatures entering or dying don't cause abilities to trigger.</div> <div>[sideboard]</div> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Pick Your Poison</div> <div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Choose one --</div> <div>* Each opponent sacrifices an artifact of their choice.</div> <div>* Each opponent sacrifices an enchantment of their choice.</div> <div>* Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                            | <div> <div>Pick Your Poison</div> <div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <div>Choose one --</div> <div>* Each opponent sacrifices an artifact of their choice.</div> <div>* Each opponent sacrifices an enchantment of their choice.</div> <div>* Each opponent sacrifices a creature with flying of their choice.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Pithing Needle</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>As this artifact enters, choose a card name.</div> <div>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 PLAYbotbox.dev</div> </div> </div>                                                                                                                                                             |
| <div> <div>Skylasher</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Insect</div> <div> <div>Flash</div> <div>This spell can't be countered.</div> <div>Reach, protection from blue</div> <div>[sideboard]</div> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>      | <div> <div>Thrun, Breaker of Silence</div> <div> <div>3</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Legendary Creature -- Troll Shaman</div> <div> <div>This spell can't be countered.</div> <div>Trample</div> <div>Thrun can't be the target of nongreen spells your opponents control or abilities from nongreen sources your opponents control.</div> <div>During your turn, Thrun has indestructible.</div> <div>[sideboard]</div> </div> <div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Torpor Orb</div> <div> <div>2</div> </div> </div> <div> <div>Artifact</div> <div> <div>Creatures entering don't cause abilities to trigger.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                                      | <div> <div>Veil of Summer</div> <div> <div>6</div> </div> </div> <div> <div>Instant</div> <div> <div>Draw a card if an opponent has cast a blue or black spell this turn.</div> <div>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

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