

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Human Cleric

Vigilance
As this creature enters, look at an opponent's hand, then choose any card name.
Spells your opponents cast with the chosen name cost {2} more to cast.
Activated abilities of sources with the chosen name cost {2} more to activate unless they're mana abilities.

3/3

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3/3

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Creature -- Elf Druid

$\{T\}$: Untap target Forest.

1/1

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G

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WW

Protection from black and from red
Whenever another creature enters,
you may gain 1 life.

1/1

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② ② W

Vigilance
Whenever an opponent casts a spell,
if no mana was spent to cast it,
counter that spell.

Sacrifice Boromir: Creatures you
control gain indestructible until
end of turn. The Ring tempts you.

3/3

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②③

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Legendary Land

{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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3 G

Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order.

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Collected Company (3)(G) Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company (3)(G) Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collected Company (3)(G) Instant Look at the top six cards of your library. Put up to two creature cards with mana value 3 or less from among them onto the battlefield. Put the rest on the bottom of your library in any order. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Enduring Innocence (1)(W)(W) Enchantment Creature -- Sheep Glimmer Lifelink Whenever one or more other creatures you control with power 2 or less enter, draw a card. This ability triggers only once each turn. When Enduring Innocence dies, if it was a creature, return it to the battlefield under its owner's control. It's an enchantment. (It's not a creature.) 2/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Gavony Township Land {T}: Add {C}. {2}{G}{W}, {T}: Put a +1/+1 counter on each creature you control. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heliod, Sun-Crowned 2W Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heliod, Sun-Crowned 2W Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Heliod, Sun-Crowned 2W Legendary Enchantment Creature -- God Indestructible As long as your devotion to white is less than five, Heliod isn't a creature. Whenever you gain life, put a +1/+1 counter on target creature or enchantment you control. {1}{W}: Another target creature gains lifelink until end of turn. 5/5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Playtest cards - Gerbil5k - Modern (FLIGHT A - \$1K Modern RCQ - SCG CON Dallas)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 4/10 - 8 cards - 2.5 x 3.5 in each

Lush Portico

Land - - Forest Plains

([T]: Add [G] or [W].)
This land enters tapped.
When this land enters, surveil 1.
(Look at the top card of your
library. You may put it into your
graveyard.)

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Misty Rainforest

Land

{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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Monumental Henge

Land

This land enters tapped unless you control a Plains.

{T}: Add {W}.

{2}{W}{W}, {T}: Look at the top five cards of your library. You may reveal a historic card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

(Artifacts, legendaries, and Sagas are historic.)

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Pendelhaven

Legendary Land

{T}: Add {G}.
{T}: Target 1/1 creature gets +1/+2
until end of turn.

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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

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Plains

Basic Land -- Plains

$$(\{T\} : \text{Add } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prosperous Innkeeper ① ⑥

Creature -- Halfling Citizen

When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ranger-Captain of Eos (1)(W)(W) Creature -- Human Soldier Ranger When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle. Sacrifice this creature: Your opponents can't cast noncreature spells this turn. 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Recruiter of the Guard (2)(W) Creature -- Human Soldier When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Solitude (3)(W)(W) Creature -- Elemental Incarnation Flash Lifelink When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power. Evoke--Exile a white card from your hand. 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Spike Feeder (1)(G)(G) Creature -- Spike This creature enters with two +1/+1 counters on it. {2}, Remove a +1/+1 counter from this creature: Put a +1/+1 counter on target creature. Remove a +1/+1 counter from this creature: You gain 2 life. 0/0 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Temple Garden

Land -- Forest Plains

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

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Utopia Sprawl

Enchantment -- Aura

Enchant Forest

As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

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Walking Ballista

Artifact Creature -- Construct

This creature enters with X +1/+1 counters on it.
 {4}: Put a +1/+1 counter on this creature.
 Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

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{4}: Put a +1/+1 counter on this creature.
Remove a +1/+1 counter from this creature: It deals 1 damage to any target.

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Windswept Heath

Land

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

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Wooded Foothills

Land

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

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Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

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Deafening Silence

W

Enchantment

Each player can't cast more than one noncreature spell each turn.

[sideboard]

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Endurance

1 G G

Creature -- Elemental Incarnation

Flash
Reach

When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. **Invoke--**Exile a green card from your hand.

[sideboard]

3/4

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Endurance

1 G G

Creature -- Elemental Incarnation

Flash
Reach

When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand.

[sideboard]

3/4

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The Stone Brain 2 Legendary Artifact {2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer 6 Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Veil of Summer 6 Instant 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Wrath of the Skies XWW Sorcery You get X {E} (energy counters), then you may pay any amount of {E}. Destroy each artifact, creature, and enchantment with mana value less than or equal to the amount of {E} paid this way. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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