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| <div><div><div>Badgermole Cub</div><div>①⑥</div></div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Badgermole Cub</div><div>①⑥</div></div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Badgermole Cub</div><div>①⑥</div></div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Badgermole Cub</div><div>①⑥</div></div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.)<br/>Whenever you tap a creature for mana, add an additional {G}.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            |
| <div><div><div>Beastrider Vanguard</div><div>①⑥</div></div><div>Creature -- Human Knight</div><div>{4}{G}: Look at the top three cards of your library. You may reveal a permanent card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div><div>Birds of Paradise</div><div>⑥</div></div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div><div>Birds of Paradise</div><div>⑥</div></div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div><div>Boseiju, Who Endures</div></div><div>Legendary Land</div><div>{T}: Add {G}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Craterhoof Behemoth</b> ⑤⑥⑥⑥<br>Creature -- Beast<br>Haste<br>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.<br><div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Delighted Halfling</b> ⑥<br>Creature -- Halfling Citizen<br>{T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Delighted Halfling</b> ⑥<br>Creature -- Halfling Citizen<br>{T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Delighted Halfling</b> ⑥<br>Creature -- Halfling Citizen<br>{T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                             | <b>Delighted Halfling</b> ⑥<br>Creature -- Halfling Citizen<br>{T}: Add {C}.<br>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.<br><div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>              | <b>Devoted Druid</b> ①⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br>Put a -1/-1 counter on this creature: Untap this creature.<br><div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                    | <b>Devoted Druid</b> ①⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br>Put a -1/-1 counter on this creature: Untap this creature.<br><div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                    |

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| <div> <div>Devoted Druid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> <div>Put a -1/-1 counter on this creature: Untap this creature.</div> </div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                         | <div> <div>Devoted Druid</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div> <div>{T}: Add {G}.</div> <div>Put a -1/-1 counter on this creature: Untap this creature.</div> </div> <div>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Dryad Arbor</div> </div> <div> <div>Land Creature -- Forest Dryad</div> <div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Dryad Arbor</div> </div> <div> <div>Land Creature -- Forest Dryad</div> <div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Fiend Artisan</div> <div> <div>6/6</div> <div>6/6</div> </div> </div> <div> <div>Creature -- Nightmare</div> <div> <div>This creature gets +1/+1 for each creature card in your graveyard. {X}{B/G}, {T}, Sacrifice another creature: Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle. Activate only as a sorcery.</div> </div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.)</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                        | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.)</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                              | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.)</div> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                              |

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| <p><b>Green Sun's Zenith</b> (X)(G)</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                  | <p><b>Green Sun's Zenith</b> (X)(G)</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                                                                                                  | <p><b>Green Sun's Zenith</b> (X)(G)</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                  | <p><b>Green Sun's Zenith</b> (X)(G)</p> <p>Sorcery</p> <p>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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                  |
| <p><b>Karn, the Great Creator</b> (4)</p> <p>Legendary Planeswalker -- Karn</p> <p>Activated abilities of artifacts your opponents control can't be activated.<br/>           [+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/>           [-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Karn, the Great Creator</b> (4)</p> <p>Legendary Planeswalker -- Karn</p> <p>Activated abilities of artifacts your opponents control can't be activated.<br/>           [+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.<br/>           [-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> <p>L 5</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Leyline of Abundance</b> (2)(G)(G)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           Whenever you tap a creature for mana, add an additional {G}.<br/>           {6}{G}{G}: Put a +1/+1 counter on each creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Leyline of Abundance</b> (2)(G)(G)</p> <p>Enchantment</p> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>           Whenever you tap a creature for mana, add an additional {G}.<br/>           {6}{G}{G}: Put a +1/+1 counter on each creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

Playtest cards - The-Magic-Mana - Modern v3 Group 5D6B4F (Beastrider Vanguard, Tyvar, the sheet 4/10 - 8 cards - 2.5 x 3.5 in each  
 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.

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| <div><div>Leyline of Abundance (2)(G)(G)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you tap a creature for mana, add an additional {G}.<br/>{6}{G}{G}: Put a +1/+1 counter on each creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Leyline of Abundance (2)(G)(G)</div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield.<br/>Whenever you tap a creature for mana, add an additional {G}.<br/>{6}{G}{G}: Put a +1/+1 counter on each creature you control.</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 (X)(G)(G)</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 (X)(G)(G)</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 (X)(G)(G)</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 (X)(G)(G)</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> |

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| <div>Nurturing Peatland</div> <div>Land</div> <div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                              | <div>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<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>Overgrown Tomb</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<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>Quillspike</div> <div>Creature -- Beast</div> <div>{B/G}, Remove a -1/-1 counter from a creature you control: This creature gets +3/+3 until end of turn.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                                           |
| <div>Shang-Chi, Master of Kung Fu</div> <div>Legendary Creature -- Human Warrior Hero</div> <div>You may activate abilities of creatures you control as though those creatures had haste.<br/>{T}: Add two mana of any one color. Spend this mana only to activate abilities of creature sources.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Temple Garden</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.)<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>Tyvar, Jubilant Brawler</div> <div>Legendary Planeswalker -- Tyvar</div> <div>You may activate abilities of creatures you control as though those creatures had haste.<br/>[+1]: Untap up to one target creature.<br/>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Tyvar, Jubilant Brawler</div> <div>Legendary Planeswalker -- Tyvar</div> <div>You may activate abilities of creatures you control as though those creatures had haste.<br/>[+1]: Untap up to one target creature.<br/>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <div> <b>Tyvar, Jubilant Brawler</b> <span>1</span><span>B</span><span>6</span> </div> <div>           Legendary Planeswalker -- Tyvar         </div> <div> <p>You may activate abilities of creatures you control as though those creatures had haste.</p> <p>[+1]: Untap up to one target creature.</p> <p>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tyvar, Jubilant Brawler</b> <span>1</span><span>B</span><span>6</span> </div> <div>           Legendary Planeswalker -- Tyvar         </div> <div> <p>You may activate abilities of creatures you control as though those creatures had haste.</p> <p>[+1]: Untap up to one target creature.</p> <p>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> </div> <div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Tyvar, the Pummeler</b> <span>1</span><span>G</span><span>6</span> </div> <div>           Legendary Creature -- Elf Warrior         </div> <div> <p>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.</p> <p>{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</p> </div> <div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Underground Mortuary</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>{T}: Add {B} or {G}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Verdant Catacombs</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                           | <div> <b>Verdant Catacombs</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                           | <div> <b>Verdant Catacombs</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                              | <div> <b>Vizier of Remedies</b> <span>1</span><span>W</span> </div> <div>           Creature -- Human Cleric         </div> <div> <p>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.</p> </div> <div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>          |

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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 PLAYbotbox.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 PLAYbotbox.dev</div> | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                              | <div>Wooded Foothills</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                              |
| <div>Abrupt Decay</div> <div>Instant</div> <div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div>Abrupt Decay</div> <div>Instant</div> <div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                 | <div>Agatha's Soul Cauldron</div> <div>Legendary Artifact</div> <div>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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Boromir, Warden of the Tower</div> <div>Legendary Creature -- Human Soldier</div> <div>Vigilance<br/>Whenever an opponent casts a spell, if no mana was spent to cast it, counter that spell.<br/>Sacrifice Boromir: Creatures you control gain indestructible until end of turn. The Ring tempts you.</div> <div>[sideboard]</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

⊗ ⊗

This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.

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⊗ ⊗

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① ② W

Defender (This creature can't attack.)  
You have hexproof. (You can't be the target of spells or abilities your opponents control.)  
Prevent all noncombat damage that would be dealt to other creatures you control.

0/4

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① ②

Reach  
Sacrifice this creature: Destroy  
target noncreature artifact or  
noncreature enchantment. Activate  
only as a sorcery.

2/2

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① ② G

Reach  
Undergrowth -- When this creature enters, choose up to one target creature you don't control with flying. This creature gets +X/+0 until end of turn, where X is the number of creature cards in your graveyard, then you may have this creature fight that creature.

**3/2**

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①

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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3 B B

Flying, lifelink  
Mental Organism -- Pay 3 life:  
M.O.D.O.K. connives. Activate only  
during your turn. (Draw a card, then  
discard a card. If you discarded a  
nonland card, put a +1/+1 counter on  
this creature.)  
Designed Only for Killing --  
Creatures your opponents control get  
-1/-1.

**2/2**

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② ③

Start your engines! (If you have no speed, it starts at 1. It increases once on each of your turns when an opponent loses life. Max speed is 4.)

When this artifact enters, exile target nonland permanent an opponent controls until this artifact leaves the battlefield.

Max speed -- {T}: Put a +1/+1 counter on target creature or Vehicle you control. Activate only as a sorcery.

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|                                                                                                                                                                                                      |                                                                                                                                                                                                                                                                            |                                                                                                                                                                                                                                                                                                                                          |  |
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| <div> <div>Tormod's Crypt</div> <div>Artifact</div> <div> {T}, Sacrifice this artifact: Exile target player's graveyard. </div> <div> <div>[sideboard]</div> <div> <div>0</div> </div> </div> </div> | <div> <div>Vexing Bauble</div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div> <div>[sideboard]</div> <div> <div>1</div> </div> </div> </div> | <div> <div>Walking Ballista</div> <div>Artifact Creature -- Construct</div> <div> 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. </div> <div> <div>[sideboard]</div> <div> <div>0/0</div> </div> </div> </div> |  |
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