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| <b>Agatha's Soul Cauldron</b> ②<br><hr/> <p>Legendary Artifact</p> <p>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.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Badgermole Cub</b> ①⑥<br><hr/> <p>Creature -- Badger Mole</p> <p>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.) Whenever you tap a creature for mana, add an additional {G}.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Badgermole Cub</b> ①⑥<br><hr/> <p>Creature -- Badger Mole</p> <p>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.) Whenever you tap a creature for mana, add an additional {G}.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Badgermole Cub</b> ①⑥<br><hr/> <p>Creature -- Badger Mole</p> <p>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.) Whenever you tap a creature for mana, add an additional {G}.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                         |
| <b>Badgermole Cub</b> ①⑥<br><hr/> <p>Creature -- Badger Mole</p> <p>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.) Whenever you tap a creature for mana, add an additional {G}.</p> <div>2/2</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                        | <b>Birds of Paradise</b> ⑥<br><hr/> <p>Creature -- Bird</p> <p>Flying<br/>{T}: Add one mana of any color.</p> <div>0/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                            | <b>Birds of Paradise</b> ⑥<br><hr/> <p>Creature -- Bird</p> <p>Flying<br/>{T}: Add one mana of any color.</p> <div>0/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                            | <b>Boseiju, Who Endures</b><br><hr/> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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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>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                            | <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                    | <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                    | <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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                    |

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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> <div>0/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Duskwatch Recruiter</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Warrior Werewolf</div> <div> <div>{2}{G}: Look at the top three cards of your library. You may reveal a creature card from among them and put it into your hand. Put the rest on the bottom of your library in any order.</div> <div>At the beginning of each upkeep, if no spells were cast last turn, transform this creature.</div> </div> <div> <div>2/2</div> </div> <div> <div>BACK FACE</div> </div> <div> <div>Krallenhorde Howler</div> </div> <div> <div>Creature -- Werewolf</div> <div> <div>Creature spells you cast cost {1} less to cast.</div> <div>At the beginning of each upkeep, if a player cast two or more spells last turn, transform this creature.</div> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </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.</div> <div>{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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </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.</div> <div>{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> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                        | <div> <div>Forest</div> </div> <div> <div>Basic Land -- Forest</div> <div> <div>{T}: Add {G}.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |

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| <div> <div>Formidable Speaker</div> <div> <div>2</div> <div>G</div> </div> </div> <div>Creature -- Elf Druid</div> <div> <p>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.</p> <p>{1}, {T}: Untap another target permanent.</p> </div> <div> <div>2/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Green Sun's Zenith</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Green Sun's Zenith</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            | <div> <div>Green Sun's Zenith</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                            |
| <div> <div>Green Sun's Zenith</div> <div> <div>X</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <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> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                          | <div> <div>Hushwood Verge</div> </div> <div>Land</div> <div> <p>{T}: Add {G}.</p> <p>{T}: Add {W}. Activate only if you control a Forest or a Plains.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                  | <div> <div>Leyline of Abundance</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Enchantment</div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> <p>{6}{G}{G}: Put a +1/+1 counter on each creature you control.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Leyline of Abundance</div> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Enchantment</div> <div> <p>If this card is in your opening hand, you may begin the game with it on the battlefield.</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> <p>{6}{G}{G}: Put a +1/+1 counter on each creature you control.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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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> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                            | <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                     | <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                     | <div> <div>Shang-Chi, Master of Kung Fu</div> <div> <div> <div>1</div> <div>B</div> <div>6</div> </div> <div> <div>LEGENDARY CREATURE</div> <div>--</div> <div>HUMAN WARRIOR</div> <div>HERO</div> </div> </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> <div>2/2</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                |
| <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Tyvar, Jubilant Brawler</div> <div> <div>1</div> <div>B</div> <div>6</div> </div> <div> <div>LEGENDARY PLANESWALKER</div> <div>--</div> <div>TYVAR</div> </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> <div>L 3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Tyvar, Jubilant Brawler</div> <div> <div>1</div> <div>B</div> <div>6</div> </div> <div> <div>LEGENDARY PLANESWALKER</div> <div>--</div> <div>TYVAR</div> </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> <div>L 3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Tyvar, Jubilant Brawler</div> <div> <div>1</div> <div>B</div> <div>6</div> </div> <div> <div>LEGENDARY PLANESWALKER</div> <div>--</div> <div>TYVAR</div> </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> <div>L 3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

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| <div>Tyvar, Jubilant Brawler (1)(B)(G)</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, the Pummeler (1)(G)(G)</div> <div>Legendary Creature -- Elf Warrior</div> <div>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.<br/>{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</div> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>([T]: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                        | <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                | <div>Vizier of Remedies (1)(W)</div> <div>Creature -- Human Cleric</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>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                            | <div>Walking Ballista (X)(X)</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</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>  |

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B G**

Instant

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

[sidebar]

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[sidebar]
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② W

Artifact Creature -- Wall

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.

[sideboard]

0/4

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0/4

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| <b>Endurance</b> ①⑥⑥<br>Creature -- Elemental Incarnation<br>Flash<br>Reach<br>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.<br>Evoke--Exile a green card from your hand.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Endurance</b> ①⑥⑥<br>Creature -- Elemental Incarnation<br>Flash<br>Reach<br>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.<br>Evoke--Exile a green card from your hand.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                  | <b>Force of Vigor</b> ②⑥⑥<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Force of Vigor</b> ②⑥⑥<br>Instant<br>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.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Guerrilla Gorilla</b> ①⑥<br>Creature -- Ape Soldier Hero<br>Reach<br>Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Kraul Harpooner</b> ①⑥<br>Creature -- Insect Warrior<br>Reach<br>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.<br>[sideboard]<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Murderous Cut</b> ④B<br>Instant<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Destroy target creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                    | <b>Murderous Cut</b> ④B<br>Instant<br>Delve (Each card you exile from your graveyard while casting this spell pays for {1}.)<br>Destroy target creature.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                    |

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| <div> <b>Thoughtseize</b> <span>(B)</span> </div> <div> Sorcery </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Thoughtseize</b> <span>(B)</span> </div> <div> Sorcery </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Thrun, the Last Troll</b> <span>(2)(G)(G)</span> </div> <div> Legendary Creature -- Troll Shaman </div> <div> <p>This spell can't be countered. Hexproof (This creature can't be the target of spells or abilities your opponents control.) {1}{G}: Regenerate Thrun.</p> <p>[sideboard]</p> </div> <div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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