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| <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Badger Mole</div> <div> <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.)</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Badger Mole</div> <div> <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.)</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Badger Mole</div> <div> <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.)</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>              | <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Creature -- Badger Mole</div> <div> <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.)</p> <p>Whenever you tap a creature for mana, add an additional {G}.</p> </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>              |
| <div> <div>Birds of Paradise</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Bird</div> <div> <p>Flying</p> <p>{T}: Add one mana of any color.</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                            | <div> <div>Birds of Paradise</div> <div> <div>G</div> </div> </div> <div> <div>Creature -- Bird</div> <div> <p>Flying</p> <p>{T}: Add one mana of any color.</p> </div> <div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                            | <div> <div>Boseiju, Who Endures</div> </div> <div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> | <div> <div>Boseiju, Who Endures</div> </div> <div> <div> <div>Legendary Land</div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> </div> |

## Craterhoof Behemoth (5GGG)

Creature -- Beast

**Haste**  
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.

5/5

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### Delighted Halfling (G)

Creature -- Halfling Citizen

{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a  
legendary spell, and that spell  
can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Delighted Halfling (G)

Creature -- Halfling Citizen

{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a  
legendary spell, and that spell  
can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Delighted Halfling** 

Creature -- Halfling Citizen

{T}: Add {C}.

{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Delighted Halfling

Creature -- Halfling Citizen

{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a  
legendary spell, and that spell  
can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Devoted Druid ①⑥

Creature -- Elf Druid

{T}: Add {G}.  
Put a -1/-1 counter on this  
creature: Untap this creature.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Devoted Druid ①⑥

Creature -- Elf Druid

**{T}: Add {G}.**  
Put a -1/-1 counter on this creature: Untap this creature.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

### Devoted Druid (1)(G)

Creature -- Elf Druid

{T}: Add {G}.  
Put a -1/-1 counter on this creature: Untap this creature.

0/2

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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>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>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>2/2</div> <div> <div>BACK FACE</div> <div>Krallenhorde Howler</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>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
| <div> <div>Endurance</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div> <div>Flash</div> <div>Reach</div> <div>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.</div> <div>Invoke--Exile a green card from your hand.</div> </div> <div>3/4</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.</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>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>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Gemstone Caverns</div> </div> <div>Legendary Land</div> <div> <p>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.</p> <p>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</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>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>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>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>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>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>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>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>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>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>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> |

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| <p><b>Nurturing Peatland</b></p> <p>Land</p> <p>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                             | <p><b>Overgrown Tomb</b></p> <p>Land -- Swamp Forest</p> <p>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Overgrown Tomb</b></p> <p>Land -- Swamp Forest</p> <p>{T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                       | <p><b>Shang-Chi, Master of Kung Fu</b> ①⑥</p> <p>Legendary Creature -- Human Warrior Hero</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                         |
| <p><b>Shang-Chi, Master of Kung Fu</b> ①⑥</p> <p>Legendary Creature -- Human Warrior Hero</p> <p>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.</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Temple Garden</b></p> <p>Land -- Forest Plains</p> <p>{T}: Add {G} or {W}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tyvar, Jubilant Brawler</b> ①B⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>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.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tyvar, Jubilant Brawler</b> ①B⑥</p> <p>Legendary Planeswalker -- Tyvar</p> <p>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.</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <b>Tyvar, Jubilant Brawler</b> ①③⑥<br>Legendary Planeswalker -- Tyvar<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tyvar, Jubilant Brawler</b> ①③⑥<br>Legendary Planeswalker -- Tyvar<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tyvar, the Pummeler</b> ①⑥⑥<br>Legendary Creature -- Elf Warrior<br>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.<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Underground Mortuary</b><br>Land -- Swamp Forest<br>({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.)<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Verdant Catacombs</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                        | <b>Verdant Catacombs</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                        | <b>Verdant Catacombs</b><br>Land<br>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                               | <b>Vizier of Remedies</b> ①④<br>Creature -- Human Cleric<br>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.<br><div>2/1</div> 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

## 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.

[sideboard]

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]

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]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① U/B U/B

Legendary Planeswalker -- Ashiok

Spells and abilities your opponents control can't cause their controller to search their library.  
[-1]: Target player mills four cards. Then exile each opponent's graveyard.

[sideboard]

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| <div> Collector Ouphe 1G </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> Crystal Barricade 1W </div> <div> Artifact Creature -- Wall </div> <div> Defender (This creature can't attack.)<br/> You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br/> Prevent all noncombat damage that would be dealt to other creatures you control. </div> <div> [sideboard] </div> <div> 0/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                 | <div> Crystal Barricade 1W </div> <div> Artifact Creature -- Wall </div> <div> Defender (This creature can't attack.)<br/> You have hexproof. (You can't be the target of spells or abilities your opponents control.)<br/> Prevent all noncombat damage that would be dealt to other creatures you control. </div> <div> [sideboard] </div> <div> 0/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                                              | <div> Endurance 1GG </div> <div> Creature -- Elemental Incarnation </div> <div> 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. </div> <div> [sideboard] </div> <div> 3/4 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                              |
| <div> Force of Vigor 2GG </div> <div> Instant </div> <div> If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments. </div> <div> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Grist, the Hunger Tide 1BG </div> <div> Legendary Planeswalker -- Grist </div> <div> As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/> [+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/> [-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/> [-5]: Each opponent loses life equal to the number of creature cards in your graveyard. </div> <div> [sideboard] </div> <div> L 3 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Jennifer Walters 1W </div> <div> Legendary Creature -- Human Advisor Hero </div> <div> Your opponents can't cast spells during your turn.<br/> {3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery. </div> <div> [sideboard] </div> <div> 2/3 </div> <div> ----- BACK FACE ----- </div> <div> The Sensational She-Hulk 3GWW </div> <div> Legendary Creature -- Gamma Hero </div> <div> Reach, trample<br/> Your opponents can't cast spells during your turn.<br/> Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn. </div> <div> 6/6 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Kraul Harpooner 1G </div> <div> Creature -- Insect Warrior </div> <div> 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. </div> <div> [sideboard] </div> <div> 3/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

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| <div> <div> Reclamation Sage <div>26</div> </div> <div> Creature -- Elf Shaman </div> <div> When this creature enters, you may destroy target artifact or enchantment. </div> <div> [sideboard] </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Vexing Bauble <div>1</div> </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> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> | <div> <div> Vexing Bauble <div>1</div> </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> [sideboard] </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div> |  |
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