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| <div><div>Agatha's Soul Cauldron ②</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Agatha's Soul Cauldron ②</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Badgermole Cub ①⑥</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.) 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>Badgermole Cub ①⑥</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.) 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>Badgermole Cub ①⑥</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.) 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>Badgermole Cub ①⑥</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.) 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>Birds of Paradise ⑥</div><div>Creature -- Bird</div><div>Flying {T}: Add one mana of any color.</div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                | <div><div>Birds of Paradise ⑥</div><div>Creature -- Bird</div><div>Flying {T}: Add one mana of any color.</div><div>0/1</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <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>5/5<br>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>1/2<br>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>1/2<br>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>1/2<br>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>1/2<br>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>0/2<br>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>0/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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>-----</div> <div>BACK FACE</div> <div>-----</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 PLAY 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>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev</div> </div>                                                                                                           |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             | <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                             | <div>Formidable Speaker2G</div> <div>Creature -- Elf Druid</div> <div>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.<br/>{1}, {T}: Untap another target permanent.</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Green Sun's ZenithXG</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          |
| <div>Green Sun's ZenithXG</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Green Sun's ZenithXG</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Green Sun's ZenithXG</div> <div>Sorcery</div> <div>Search your library for a green creature card with mana value X or less, put it onto the battlefield, then shuffle. Shuffle Green Sun's Zenith into its owner's library.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                          | <div>Leyline of Abundance2GG</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> |

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| <div>Leyline of Abundance (2GG)</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 (2GG)</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 (2GG)</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>Nature's Rhythm (XGG)</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 (XGG)</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 (XGG)</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 (XGG)</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>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 PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                      |

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| <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>Shang-Chi, Master of Kung Fu ①⑥</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 ①③⑥</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 ①③⑥</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 ①③⑥</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 ①③⑥</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> |

Playtest cards - Andres\_Acosta - Modern v3 Group 40192C (Duskwatch Recruiter // Krallenhor

sheet 6/10 - 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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| <p><b>Tyvar, the Pummeler</b> ①⑥⑥</p> <p>Legendary Creature -- Elf Warrior</p> <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> <p>3/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Underground Mortuary</b></p> <p>Land -- Swamp Forest</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Verdant Catacombs</b></p> <p>Land</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                   | <p><b>Verdant Catacombs</b></p> <p>Land</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                               |
| <p><b>Verdant Catacombs</b></p> <p>Land</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                               | <p><b>Verdant Catacombs</b></p> <p>Land</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                               | <p><b>Vizier of Remedies</b> ①W</p> <p>Creature -- Human Cleric</p> <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> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Walking Ballista</b> X X</p> <p>Artifact Creature -- Construct</p> <p>This creature enters with X +1/+1 counters on it.</p> <p>{4}: Put a +1/+1 counter on this creature.</p> <p>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</p> <p>0/0</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                              |
| <div>Abrupt Decay <div>BG</div></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 PLAY botbox.dev</div>   | <div>Abrupt Decay <div>BG</div></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 PLAY botbox.dev</div>   | <div>Collector Ouphe <div>1G</div></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 <div>1W</div></div> <div>Artifact Creature -- Wall</div> <div>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.</div> <div>[sideboard]</div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div> <b>Doorkeeper Thrull</b> <span>1W</span> </div> <div>           Creature -- Thrull         </div> <div>           Flash<br/>           Flying<br/>           Artifacts and creatures entering don't cause abilities to trigger.<br/><br/>           [sideboard]         </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                       | <div> <b>Endurance</b> <span>1GG</span> </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.<br/><br/>           [sideboard]         </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fatal Push</b> <span>B</span> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.<br/><br/>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Force of Vigor</b> <span>2GG</span> </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.<br/><br/>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Guerrilla Gorilla</b> <span>1G</span> </div> <div>           Creature -- Ape Soldier Hero         </div> <div>           Reach<br/>           Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.<br/><br/>           [sideboard]         </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Guerrilla Gorilla</b> <span>1G</span> </div> <div>           Creature -- Ape Soldier Hero         </div> <div>           Reach<br/>           Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.<br/><br/>           [sideboard]         </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                     | <div> <b>Thoughtseize</b> <span>B</span> </div> <div>           Sorcery         </div> <div>           Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br/><br/>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                         | <div> <b>Thoughtseize</b> <span>B</span> </div> <div>           Sorcery         </div> <div>           Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.<br/><br/>           [sideboard]         </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                |

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| <div> <div>Vexing Bauble</div> <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.<br/> {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Vexing Bauble</div> <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.<br/> {1}, {T}, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Voice of Victory</div> <div>1W</div> </div> <div>Creature -- Human Bard</div> <div> Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.)<br/> Your opponents can't cast spells during your turn. </div> <div>[sideboard]</div> <div> <div>1/3</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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