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| <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>6</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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>6</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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>6</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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                | <div> <div>Badgermole Cub</div> <div> <div>1</div> <div>6</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>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                |
| <div> <div>Birds of Paradise</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Bird</div> <div> <p>Flying</p> <p>{T}: Add one mana of any color.</p> </div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                            | <div> <div>Birds of Paradise</div> <div> <div>6</div> </div> </div> <div> <div>Creature -- Bird</div> <div> <p>Flying</p> <p>{T}: Add one mana of any color.</p> </div> <div>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                                                            | <div> <div>Boseiju, Who Endures</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>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Boseiju, Who Endures</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>0/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

5 G G G

**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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**G**

{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

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**G**

{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

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**G**

{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

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**G**

{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

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① ②

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

0/2

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① ⑥

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

0/2

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① ⑥

{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. Evoke--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. {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>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

## Forest

Basic Land -- Forest

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

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**Formidable Speaker** (2)(G)

Creature -- Elf Druid

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.

{1}, {T}: Untap another target permanent.

2/4

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Green Sun's Zenith (X)(G)

Sorcery

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.

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Green Sun's Zenith (X)(G)

Sorcery

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Green Sun's Zenith  

## Sorcery

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

Green Sun's Zenith  

Sorcery

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.

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## Horizon Canopy

Land

{T}, Pay 1 life: Add {G} or {W}.  
{1}, {T}, Sacrifice this land: Draw a card.

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## Leyline of Abundance (2)(G)(G)

Enchantment

If this card is in your opening hand, you may begin the game with it on the battlefield. Whenever you tap a creature for mana, add an additional {G}. {6}{G}{G}: Put a +1/+1 counter on each creature you control.

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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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| <p><b>Ouroboroid</b> (2)(G)(G)</p> <p>Creature -- Plant Wurm</p> <p>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.</p> <p>1/3</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> (1)(G)</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> (1)(G)</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> (1)(B)(G)</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> (1)(B)(G)</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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| <p><b>Tyvar, Jubilant Brawler</b> ①③⑥</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> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Tyvar, Jubilant Brawler</b> ①③⑥</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> <div>L 3</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <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.<br/>           {3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</p> <div>3/3</div> <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}.)<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.)</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> ①④</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> <div>2/1</div> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                        |

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| <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                             | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |
| <div><div><div>Abrupt Decay</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                  | <div><div><div>Chalice of the Void</div><div>Artifact</div><div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chalice of the Void</div><div>Artifact</div><div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Chalice of the Void</div><div>Artifact</div><div>This artifact enters with X charge counters on it. Whenever a player casts a spell with mana value equal to the number of charge counters on this artifact, counter that spell.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <b>Dewdrop Cure</b> <span>2W</span> </div> <hr/> <div>Sorcery</div> <hr/> <p>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, they draw a card before its other effects.) Return up to two target creature cards each with mana value 2 or less from your graveyard to the battlefield. If the gift was promised, instead return up to three target creature cards each with mana value 2 or less from your graveyard to the battlefield.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Endurance</b> <span>1GG</span> </div> <hr/> <div>Creature -- Elemental Incarnation</div> <hr/> <p>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. Evoke--Exile a green card from your hand.</p> <p>[sideboard]</p> <div> <span>3/4</span> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                                                                                | <div> <b>Fatal Push</b> <span>B</span> </div> <hr/> <div>Instant</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Fatal Push</b> <span>B</span> </div> <hr/> <div>Instant</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                   |
| <div> <b>Force of Vigor</b> <span>2GG</span> </div> <hr/> <div>Instant</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                                                            | <div> <b>Grist, the Hunger Tide</b> <span>1BG</span> </div> <hr/> <div>Legendary Planeswalker -- Grist</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> <span>L 3</span> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> <b>Guerrilla Gorilla</b> <span>1G</span> </div> <hr/> <div>Creature -- Ape Soldier Hero</div> <hr/> <p>Reach<br/>Sacrifice this creature: Destroy target noncreature artifact or noncreature enchantment. Activate only as a sorcery.</p> <p>[sideboard]</p> <div> <span>2/2</span> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>            | <div> <b>Kraul Harpooner</b> <span>1G</span> </div> <hr/> <div>Creature -- Insect Warrior</div> <hr/> <p>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.</p> <p>[sideboard]</p> <div> <span>3/2</span> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |

