

<div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Birthing Ritual</div><div>①⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, if you control a creature, look at the top seven cards of your library. Then you may sacrifice a creature. If you do, you may put a creature card with mana value X or less from among those cards onto the battlefield, where X is 1 plus the sacrificed creature's mana value. Put the rest on the bottom of your library in a random order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Blooming Marsh</div></div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Boggart Trawler</div><div>②③</div></div><div>Creature -- Goblin</div><div>When this creature enters, exile target player's graveyard.</div><div>3/1</div><div>BACK FACE</div><div><div><div>Boggart Bog</div></div><div>Land</div><div>As this land enters, you may pay 3 life. If you don't, it enters tapped. {T}: Add {B}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>

<div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Chord of Calling (XGGG)</div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Chord of Calling (XGGG)</div> <div>Instant</div> <div>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Chthonian Nightmare (1B)</div> <div>Enchantment</div> <div>When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Chthonian Nightmare (1B)</div> <div>Enchantment</div> <div>When this enchantment enters, you get {E}{E}{E} (three energy counters). Pay X {E}, Sacrifice a creature, Return this enchantment to its owner's hand: Return target creature card with mana value X from your graveyard to the battlefield. Activate only as a sorcery.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Delighted Halfling (G)</div> <div>Creature -- Halfling Citizen</div> <div>{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.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Delighted Halfling (G)</div> <div>Creature -- Halfling Citizen</div> <div>{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.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>

Delighted Halfling ⑥ 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. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Delighted Halfling ⑥ 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. <div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dryad Arbor Land Creature -- Forest Dryad (This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.") <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Endurance ①⑥⑥ Creature -- Elemental Incarnation Flash Reach 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>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Endurance ①⑥⑥ Creature -- Elemental Incarnation Flash Reach 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>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Eternal Witness ①⑥⑥ Creature -- Human Shaman When this creature enters, you may return target card from your graveyard to your hand. <div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) <div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> Fulminator Mage <div> <div>1</div> <div>B/R</div> <div>B/R</div> </div> </div> <div> Creature -- Elemental Shaman </div> <div> Sacrifice this creature: Destroy target nonbasic land. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Gerald's Messenger <div> <div>B</div> <div>B</div> <div>B</div> </div> </div> <div> Creature -- Zombie </div> <div> This creature enters tapped. When this creature enters, target opponent loses 2 life. Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) </div> <div> <div>3/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Grist, the Hunger Tide <div> <div>1</div> <div>B</div> <div>G</div> </div> </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. [+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. [-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker. [-5]: Each opponent loses life equal to the number of creature cards in your graveyard. </div> <div> <div>L 3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Haywire Mite <div> <div>1</div> </div> </div> <div> Artifact Creature -- Insect </div> <div> When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Marionette Apprentice <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Human Artificer </div> <div> Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Marionette Apprentice <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Human Artificer </div> <div> Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Marionette Apprentice <div> <div>1</div> <div>B</div> </div> </div> <div> Creature -- Human Artificer </div> <div> Fabricate 1 (When this creature enters, put a +1/+1 counter on it or create a 1/1 colorless Servo artifact creature token.) Whenever another creature or artifact you control is put into a graveyard from the battlefield, each opponent loses 1 life. </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev </div>

Orcish Bowmasters ① ② Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters ① ② Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Orcish Bowmasters ① ② Creature -- Orc Archer Flash When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) 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
Overgrown Tomb Land -- Swamp Forest ({T}: Add {B} or {G}.) 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	Prosperous Innkeeper ① ⑥ Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prosperous Innkeeper ① ⑥ Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Prosperous Innkeeper ① ⑥ Creature -- Halfling Citizen When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.") Whenever another creature you control enters, you gain 1 life. <div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

<div> <div>Prosperous Innkeeper</div> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Halfling Citizen</div> <div> <p>When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")</p> <p>Whenever another creature you control enters, you gain 1 life.</p> </div> <div>1/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Swamp</div> </div> <div> <div>Basic Land -- Swamp</div> <div> <p>{T}: Add {B}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Twilight Mire</div> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Underground Mortuary</div> </div> <div> <div>Land -- Swamp Forest</div> <div> <p>{T}: Add {B} or {G}.</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
<div> <div>Underground Mortuary</div> </div> <div> <div>Land -- Swamp Forest</div> <div> <p>{T}: Add {B} or {G}.</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Urborg, Tomb of Yawgmoth</div> </div> <div> <div>Legendary Land</div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Verdant Catacombs</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Verdant Catacombs</div> </div> <div> <div>Land</div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>

<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 PLAYbotbox.dev</div></div>	<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 PLAYbotbox.dev</div></div>	<div><div>Woe Strider</div><div>Creature -- Horror</div><div>When this creature enters, create a 0/1 white Goat creature token. Sacrifice another creature: Scry 1. Escape--{3}{B}{B}, Exile four other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) This creature escapes with two +1/+1 counters on it.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Yawgmoth, Thran Physician</div><div>Legendary Creature -- Human Cleric</div><div>Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Yawgmoth, Thran Physician</div><div>Legendary Creature -- Human Cleric</div><div>Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Yawgmoth, Thran Physician</div><div>Legendary Creature -- Human Cleric</div><div>Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Yawgmoth, Thran Physician</div><div>Legendary Creature -- Human Cleric</div><div>Protection from Humans Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card. {B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div> Young Wolf 6 </div> <div> Creature -- Wolf </div> <div> Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Young Wolf 6 </div> <div> Creature -- Wolf </div> <div> Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Young Wolf 6 </div> <div> Creature -- Wolf </div> <div> Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Young Wolf 6 </div> <div> Creature -- Wolf </div> <div> Undying (When this creature dies, if it had no +1/+1 counters on it, return it to the battlefield under its owner's control with a +1/+1 counter on it.) </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>
<div> <div> Accursed Marauder 1B </div> <div> Creature -- Zombie Warrior </div> <div> When this creature enters, each player sacrifices a nontoken creature of their choice. [sideboard] </div> <div> 2/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Bone Shredder 2B </div> <div> Creature -- Phyrexian Minion </div> <div> Flying Echo {2}{B} (At the beginning of your upkeep, if this came under your control since the beginning of your last upkeep, sacrifice it unless you pay its echo cost.) When this creature enters, destroy target nonartifact, nonblack creature. [sideboard] </div> <div> 1/1 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Collector Ouphe 16 </div> <div> Creature -- Ouphe </div> <div> Activated abilities of artifacts can't be activated. [sideboard] </div> <div> 2/2 </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div> Damping Sphere 2 </div> <div> Artifact </div> <div> If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn. [sideboard] </div> <div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<p>Damping Sphere (2)</p> <p>Artifact</p> <p>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fatal Push (B)</p> <p>Instant</p> <p>Destroy target creature if it has mana value 2 or less. 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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Fatal Push (B)</p> <p>Instant</p> <p>Destroy target creature if it has mana value 2 or less. 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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Force of Vigor (2)(G)(G)</p> <p>Instant</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>
<p>Fulminator Mage (1)(B/R)(B/R)</p> <p>Creature -- Elemental Shaman</p> <p>Sacrifice this creature: Destroy target nonbasic land.</p> <p>[sideboard]</p> <p>2/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Grist, the Hunger Tide (1)(B)(G)</p> <p>Legendary Planeswalker -- Grist</p> <p>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types. [+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. [-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker. [-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</p> <p>[sideboard]</p> <p>L 3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Reclamation Sage (2)(G)</p> <p>Creature -- Elf Shaman</p> <p>When this creature enters, you may destroy target artifact or enchantment.</p> <p>[sideboard]</p> <p>2/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>	<p>Soulless Jailer (2)</p> <p>Artifact Creature -- Phyrexian Golem</p> <p>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> <p>0/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>

Playtest cards - Rosic - Modern (Modern League)

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.

sheet 9/10 - 8 cards - 2.5 x 3.5 in each

<div> Surgical Extraction BP </div> <div> Instant </div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Choose target card in a graveyard other than a basic land card. Search its owner's graveyard, hand, and library for any number of cards with the same name as that card and exile them. Then that player shuffles.</p> <p>[sideboard]</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Thoughtseize B </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Thoughtseize B </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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	

Playtest cards - Rosic - Modern (Modern League)

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.

sheet 10/10 - 3 cards - 2.5 x 3.5 in each