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| <b>Agatha's Soul Cauldron</b> ②<br><hr/> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Agatha's Soul Cauldron</b> ②<br><hr/> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Agatha's Soul Cauldron</b> ②<br><hr/> <p>Legendary Artifact</p> <p>You may spend mana as though it were mana of any color to activate abilities of creatures you control. Creatures you control with +1/+1 counters on them have all activated abilities of all creature cards exiled with Agatha's Soul Cauldron. {T}: Exile target card from a graveyard. When a creature card is exiled this way, put a +1/+1 counter on target creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <b>Boseiju, Who Endures</b><br><hr/> <p>Legendary Land</p> <p>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <b>Boseiju, Who Endures</b><br><hr/> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                     | <b>Delighted Halfling</b> ⑥<br><hr/> <p>Creature -- Halfling Citizen</p> <p>{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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                     | <b>Delighted Halfling</b> ⑥<br><hr/> <p>Creature -- Halfling Citizen</p> <p>{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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                     | <b>Delighted Halfling</b> ⑥<br><hr/> <p>Creature -- Halfling Citizen</p> <p>{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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                 |

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| <div> <b>Delighted Halfling</b> <span>Ⓞ</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <pre>{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.</pre> </div> <div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                 | <div> <b>Dryad Arbor</b> </div> <div>           Land Creature -- Forest Dryad         </div> <div> <pre>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</pre> </div> <div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                            | <div> <b>Endurance</b> <span>①ⓄⓄ</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <pre>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.</pre> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fatal Push</b> <span>Ⓑ</span> </div> <div>           Instant         </div> <div> <pre>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.</pre> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <b>Fatal Push</b> <span>Ⓑ</span> </div> <div>           Instant         </div> <div> <pre>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.</pre> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Fatal Push</b> <span>Ⓑ</span> </div> <div>           Instant         </div> <div> <pre>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.</pre> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div> <pre>({T}: Add {G}.)</pre> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                                                        | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div> <pre>({T}: Add {G}.)</pre> </div> <div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                                        |

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| <b>Fulminator Mage</b> (1)(B/R)(B/R)<br>Creature -- Elemental Shaman<br>Sacrifice this creature: Destroy target nonbasic land.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                           | <b>Green Sun's Zenith</b> (X)(G)<br>Sorcery<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                  | <b>Green Sun's Zenith</b> (X)(G)<br>Sorcery<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                  | <b>Green Sun's Zenith</b> (X)(G)<br>Sorcery<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                  |
| <b>Green Sun's Zenith</b> (X)(G)<br>Sorcery<br>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.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Grist, the Hunger Tide</b> (1)(B)(G)<br>Legendary Planeswalker -- Grist<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Grist, the Hunger Tide</b> (1)(B)(G)<br>Legendary Planeswalker -- Grist<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Grist, the Hunger Tide</b> (1)(B)(G)<br>Legendary Planeswalker -- Grist<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

Playtest cards - NathanOfTheGiltLeaf - Modern (Modern Challenge 64)

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 3/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Grist, the Hunger Tide</b> ①③⑥<br>Legendary Planeswalker -- Grist<br>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.<br><div>L 3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Haywire Mite</b> ①<br>Artifact Creature -- Insect<br>When this creature dies, you gain 2 life.<br>{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                               | <b>Insidious Fungus</b> ⑥<br>Creature -- Fungus<br>{2}, Sacrifice this creature: Choose one --<br>* Destroy target artifact.<br>* Destroy target enchantment.<br>* Draw a card. Then you may put a land card from your hand onto the battlefield tapped.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev       | <b>Malevolent Rumble</b> ①⑥<br>Sorcery<br>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Malevolent Rumble</b> ①⑥<br>Sorcery<br>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                                                                                                                                                                                                      | <b>Malevolent Rumble</b> ①⑥<br>Sorcery<br>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Malevolent Rumble</b> ①⑥<br>Sorcery<br>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Nihil Spellbomb</b> ①<br>Artifact<br>{T}, Sacrifice this artifact: Exile target player's graveyard. When this artifact is put into a graveyard from the battlefield, you may pay {B}. If you do, draw a card.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                              |

Land

---

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

| Creature -- Orc Archer                                                                                                                                                                              |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Flash<br>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. |

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

| Creature -- Orc Archer                                                                                                                                                                              |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Flash<br>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. |

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

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|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Creature -- Orc Archer                                                                                                                                                                              |
| Flash<br>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. |

1/1  
botbox.de

## 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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY

1/1

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Land -- Swamp Forest

---

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land -- Swamp Forest

---

( $\{T\}$ : Add  $\{B\}$  or  $\{G\}$ .)  
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Creature -- Ooze

---

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

|                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                               |                                                                                                                                                                                                                                                                                                                                                       |
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| <div><div>Shifting Woodland</div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                    | <div><div>Swamp</div><div>Basic Land -- Swamp</div><div><p>{T}: Add {B}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                    | <div><div>Thoughtseize</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                         |
| <div><div>Thoughtseize</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                            | <div><div>Thoughtseize</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Thoughtseize</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></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Underground Mortuary</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

## Urborg, Tomb of Yawgmoth

## Legendary Land

Each land is a Swamp in addition to its other land types.

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## Urza's Saga

## Enchantment Land -- Urza's Saga

```
(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"
III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urza's Saga

## Enchantment Land -- Urza's Saga

```
(As this Saga enters and after your
draw step, add a lore counter.
Sacrifice after III.)
I -- This Saga gains "{T}: Add {C}."
II -- This Saga gains "{2}, {T}:
Create a 0/0 colorless Construct
artifact creature token with 'This
token gets +1/+1 for each artifact
you control.'"
III -- Search your library for an
artifact card with mana cost {0} or
{1}, put it onto the battlefield,
then shuffle.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Urza's Saga

Enchantment Land -- Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'"

III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Verdant Catacombs

## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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|                                                                                                                                                                                                                                                       |                                                                                                                                                                                                                                                                 |                                                                                                                                                                                                                                                                  |                                                                                                                                                                                                                                                                                                                                                     |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <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>Vexing Bauble1</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</div>                                                                                                |
| <div>Abrupt DecayB G</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 PLAYbotbox.dev</div>               | <div>Collector Ouphe1 G</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 PLAYbotbox.dev</div>                                   | <div>Culling Ritual2 B G</div> <div>Sorcery</div> <div>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Damping Sphere2</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.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

②

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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①GG

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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**B**

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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2GG

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.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①(B/R)(B/R)

Sacrifice this creature: Destroy target nonbasic land.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①

As this artifact enters, choose a card name.  
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scavenging Ooze

①⑥

Creature -- Ooze

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

[sideboard]

2/2

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## Veil of Summer

⑥

Instant

Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)

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