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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>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>Blooming Marsh</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>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 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 PLAYbotbox.dev</div></div>                                                     | <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 PLAYbotbox.dev</div></div>                                                                                                                                  | <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 PLAYbotbox.dev</div></div> |

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| <p><b>Chord of Calling</b> (X)(G)(G)(G)</p> <p>Instant</p> <p>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.)<br/>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Delighted Halfling</b> (G)</p> <p>Creature -- Halfling Citizen</p> <p>{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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Delighted Halfling</b> (G)</p> <p>Creature -- Halfling Citizen</p> <p>{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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                         | <p><b>Delighted Halfling</b> (G)</p> <p>Creature -- Halfling Citizen</p> <p>{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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Delighted Halfling</b> (G)</p> <p>Creature -- Halfling Citizen</p> <p>{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.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                          | <p><b>Dryad Arbor</b></p> <p>Land Creature -- Forest Dryad</p> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                     | <p><b>Endurance</b> (1)(G)(G)</p> <p>Creature -- Elemental Incarnation</p> <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>3/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Forest</b></p> <p>Basic Land -- Forest</p> <p>({T}: Add {G}.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                         |

Playtest cards - HDLyke - 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 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>{T}: Add {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                                                                                                  | <div>Green Sun's Zenith (X)(G)</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 PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                     | <div>Green Sun's Zenith (X)(G)</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 PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                     | <div>Green Sun's Zenith (X)(G)</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 PLAY    botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                     |
| <div>Green Sun's Zenith (X)(G)</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 PLAY    botbox.dev</div> | <div>Grist, the Hunger Tide (1)(B)(G)</div> <div>Legendary Planeswalker -- Grist</div> <div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Grist, the Hunger Tide (1)(B)(G)</div> <div>Legendary Planeswalker -- Grist</div> <div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Grist, the Hunger Tide (1)(B)(G)</div> <div>Legendary Planeswalker -- Grist</div> <div>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.<br/>[+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process.<br/>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.<br/>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</div> <div>L 3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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

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| <b>Hapatra, Vizier of Poisons</b> (B)(G)<br>Legendary Creature -- Human Cleric<br>Whenever Hapatra deals combat damage to a player, you may put a -1/-1 counter on target creature.<br>Whenever you put one or more -1/-1 counters on a creature, create a 1/1 green Snake creature token with deathtouch.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Malevolent Rumble</b> (1)(G)<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> (1)(G)<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> (1)(G)<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 |
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| <div> <b>Outland Liberator</b> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Werewolf</div> <div> {1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/> Daybound (If a player casts no spells during their own turn, it becomes night next turn.) </div> <div> <div>2/2</div> <div> <div>BACK FACE</div> </div> </div> <div> <b>Frenzied Trapbreaker</b> <div> <div>3/3</div> </div> <div> <div>Creature -- Werewolf</div> <div> {1}, Sacrifice this creature: Destroy target artifact or enchantment.<br/> Whenever this creature attacks, destroy target artifact or enchantment defending player controls.<br/> Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div></div> | <div> <b>Overgrown Tomb</b> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                            | <div> <b>Overgrown Tomb</b> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Prosperous Innkeeper</b> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Halfling Citizen</div> <div> When this creature enters, create a Treasure token. (It's an artifact with "{T}, Sacrifice this token: Add one mana of any color.")<br/> Whenever another creature you control enters, you gain 1 life. </div> <div> <div>1/1</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Shifting Woodland</b> </div> <div> <div>Land</div> <div> This land enters tapped unless you control a Forest.<br/> {T}: Add {G}.<br/> 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. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                        | <div> <b>Shifting Woodland</b> </div> <div> <div>Land</div> <div> This land enters tapped unless you control a Forest.<br/> {T}: Add {G}.<br/> 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. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Swamp</b> </div> <div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                | <div> <b>Twilight Mire</b> </div> <div> <div>Land</div> <div> {T}: Add {C}.<br/> {B/G}, {T}: Add {B}{B}, {B}{G}, or {G}{G}. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                             |

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| <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <div>Underground Mortuary</div> <div>Land -- Swamp Forest</div> <div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</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 PLAY    botbox.dev</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 PLAY    botbox.dev</div>                |
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| <div> <div> <b>Wall of Roots</b> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wall</div> <div> <div>Defender</div> <div>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div> </div> <div> <div>0/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                                                              | <div> <div> <b>Wall of Roots</b> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Creature -- Plant Wall</div> <div> <div>Defender</div> <div>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div> </div> <div> <div>0/5</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div>                                                                                                                                                                                                                                              | <div> <div> <b>Windswept Heath</b> </div> <div> <div>Land</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                | <div> <div> <b>Wooded Foothills</b> </div> <div> <div>Land</div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                             |
| <div> <div> <b>Yawgmoth, Thran Physician</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Cleric</div> <div> <div>Protection from Humans</div> <div>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.</div> <div>{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> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Yawgmoth, Thran Physician</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Cleric</div> <div> <div>Protection from Humans</div> <div>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.</div> <div>{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> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Yawgmoth, Thran Physician</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Cleric</div> <div> <div>Protection from Humans</div> <div>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.</div> <div>{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> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Yawgmoth, Thran Physician</b> <div> <div>2</div> <div>B</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Human Cleric</div> <div> <div>Protection from Humans</div> <div>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.</div> <div>{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> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> |

Playtest cards - HDLyke - 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 7/10 - 8 cards - 2.5 x 3.5 in each

**G**

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.)

1/1

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**G**

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.)

1/1

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Ⓒ

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.)

1/1

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Ⓒ

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.)

1/1

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**B G**

This spell can't be countered.  
Destroy target nonland permanent  
with mana value 3 or less.

[sideboard]

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2 B G

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 B G

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

[sideboard]

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| <b>Endurance</b> (1)(G)(G)<br>Creature -- Elemental Incarnation<br>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>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fatal Push</b> (B)<br>Instant<br>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>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Fatal Push</b> (B)<br>Instant<br>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>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Force of Vigor</b> (2)(G)(G)<br>Instant<br>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.<br>Destroy up to two target artifacts and/or enchantments.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Force of Vigor</b> (2)(G)(G)<br>Instant<br>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost.<br>Destroy up to two target artifacts and/or enchantments.<br>[sideboard]<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Fulminator Mage</b> (1)(B/R)(B/R)<br>Creature -- Elemental Shaman<br>Sacrifice this creature: Destroy target nonbasic land.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                           | <b>Reclamation Sage</b> (2)(G)<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                   | <b>Scavenging Ooze</b> (1)(G)<br>Creature -- Ooze<br>{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.<br>[sideboard]<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                 |

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| <div><div>Soulless Jailer</div><div>②</div><div>Artifact Creature -- Phyrexian Golem</div><div>Permanent cards in graveyards can't enter the battlefield.<br/>Players can't cast noncreature spells from graveyards or exile.</div><div>[sideboard]</div><div><div>0/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Thoughtseize</div><div>Ⓑ</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Thoughtseize</div><div>Ⓑ</div><div>Sorcery</div><div>Target player reveals their hand.<br/>You choose a nonland card from it.<br/>That player discards that card. You lose 2 life.</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |  |
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