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| <div><div><div>Amulet of Vigor</div><div>①</div></div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Amulet of Vigor</div><div>①</div></div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Amulet of Vigor</div><div>①</div></div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Amulet of Vigor</div><div>①</div></div><div>Artifact</div><div>Whenever a permanent you control enters tapped, untap it.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             |
| <div><div><div>Ancient Stirrings</div><div>⑥</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>⑥</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>⑥</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Ancient Stirrings</div><div>⑥</div></div><div>Sorcery</div><div>Look at the top five cards of your library. You may reveal a colorless card from among them and put it into your hand. Then put the rest on the bottom of your library in any order.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Arboreal Grazer</b> ⑥<br>Creature -- Sloth Beast<br>Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Azusa, Lost but Seeking</b> ②⑥<br>Legendary Creature -- Human Monk<br>You may play two additional lands on each of your turns.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Azusa, Lost but Seeking</b> ②⑥<br>Legendary Creature -- Human Monk<br>You may play two additional lands on each of your turns.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                      | <b>Azusa, Lost but Seeking</b> ②⑥<br>Legendary Creature -- Human Monk<br>You may play two additional lands on each of your turns.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                   |
| <b>Azusa, Lost but Seeking</b> ②⑥<br>Legendary Creature -- Human Monk<br>You may play two additional lands on each of your turns.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                              | <b>Bojuka Bog</b><br>Land<br>This land enters tapped.<br>When this land enters, exile target player's graveyard.<br>{T}: Add {B}.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Boros Garrison</b><br>Land<br>This land enters tapped.<br>When this land enters, return a land you control to its owner's hand.<br>{T}: Add {R}{W}.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Breeding Pool</b><br>Land -- Forest Island<br>({T}: Add {G} or {U}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Castle Garenbrig</div> <div>Land</div> <div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                  | <div>Castle Garenbrig</div> <div>Land</div> <div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Cavern of Souls</div> <div>Land</div> <div><p>As this land enters, choose a creature type.</p><p>{T}: Add {C}.</p><p>{T}: Add one mana of any color.</p><p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Engineered Explosives</div> <div>Artifact</div> <div><p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)</p><p>{2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Field of the Dead</div> <div>Land</div> <div><p>This land enters tapped.</p><p>{T}: Add {C}.</p><p>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div><p>{T}: Add {G}.)</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                         | <div>Forest</div> <div>Basic Land -- Forest</div> <div><p>{T}: Add {G}.)</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                             | <div>Gemstone Mine</div> <div>Land</div> <div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 |

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| <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Gemstone Mine</div><div>Land</div><div><p>This land enters with three mining counters on it.</p><p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                            | <div><div>Ghost Quarter</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                            |
| <div><div>Golgari Rot Farm</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {B}{G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                               | <div><div>Gruul Turf</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {R}{G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div>Once Upon a Time</div><div>Instant</div><div><p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Once Upon a Time</div><div>Instant</div><div><p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Once Upon a Time</b> (1)(G)</p> <p>Instant</p> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Once Upon a Time</b> (1)(G)</p> <p>Instant</p> <p>If this spell is the first spell you've cast this game, you may cast it without paying its mana cost. Look at the top five cards of your library. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Pact of Negation</b> (G)</p> <p>Instant</p> <p>Counter target spell. At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                              | <p><b>Primeval Titan</b> (4)(G)(G)</p> <p>Creature -- Giant</p> <p>Trample<br/>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Primeval Titan</b> (4)(G)(G)</p> <p>Creature -- Giant</p> <p>Trample<br/>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                             | <p><b>Primeval Titan</b> (4)(G)(G)</p> <p>Creature -- Giant</p> <p>Trample<br/>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                             | <p><b>Primeval Titan</b> (4)(G)(G)</p> <p>Creature -- Giant</p> <p>Trample<br/>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.</p> <p>6/6</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Radiant Fountain</b></p> <p>Land</p> <p>When this land enters, you gain 2 life.<br/>{T}: Add {C}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                       |

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| <div><div>Sakura-Tribe Scout</div><div>6</div><div>Creature -- Snake Shaman Scout</div><div>{T}: You may put a land card from your hand onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Sakura-Tribe Scout</div><div>6</div><div>Creature -- Snake Shaman Scout</div><div>{T}: You may put a land card from your hand onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Sakura-Tribe Scout</div><div>6</div><div>Creature -- Snake Shaman Scout</div><div>{T}: You may put a land card from your hand onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     | <div><div>Sakura-Tribe Scout</div><div>6</div><div>Creature -- Snake Shaman Scout</div><div>{T}: You may put a land card from your hand onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>     |
| <div><div>Selesnya Sanctuary</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                              | <div><div>Slayers' Stronghold</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{R}{W}, {T}: Target creature gets +2/+0 and gains vigilance and haste until end of turn.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                              | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div><p>( {T}: Add {G}.)</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                     | <div><div>Summoner's Pact</div><div>Instant</div><div><p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</p><p>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div>Summoner's Pact</div><div>Instant</div><div><p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</p><p>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Summoner's Pact</div><div>Instant</div><div><p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</p><p>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Summoner's Pact</div><div>Instant</div><div><p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</p><p>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Sunhome, Fortress of the Legion</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{2}{R}{W}, {T}: Target creature gains double strike until end of turn.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                    |

## Tolaria West

## Land

This land enters tapped.  
{T}: Add {U}.  
Transmute {1}{U}{U} ({1}{U}{U}{U},  
Discard this card: Search your  
library for a card with mana value  
0, reveal it, put it into your hand,  
then shuffle. Transmute only as a  
sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tolaria West

## Land

This land enters tapped.  
{T}: Add {U}.  
Transmute {1}{U}{U} ({1}{U}{U}{U},  
Discard this card: Search your  
library for a card with mana value  
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then shuffle. Transmute only as a  
sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Tolaria West

## Land

This land enters tapped.  
{T}: Add {U}.  
Transmute {1}{U}{U} ({1}{U}{U}{U},  
Discard this card: Search your  
library for a card with mana value  
0, reveal it, put it into your hand,  
then shuffle. Transmute only as a  
sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Vesuva

## Land

You may have this land enter tapped as a copy of any land on the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Cavern of Souls

## Land

As this land enters, choose a creature type.  
{T}: Add {C}.  
{T}: Add one mana of any color.  
Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

## Instant

Counter target spell with mana value 4 or greater.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

①②

## Instant

Counter target spell with mana value 4 or greater.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① BP BP

## Instant

{B/P} can be paid with either {B} or 2 life.)  
Target creature gets -5/-5 until end of turn.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - fpawlusz - 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 8/10 - 8 cards - 2.5 x 3.5 in each

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| <b>Dismember</b> (1)(BP)(BP)<br>Instant<br>({B/P} can be paid with either {B} or 2 life.)<br>Target creature gets -5/-5 until end of turn.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                        | <b>Engineered Explosives</b> (X)<br>Artifact<br>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br>{2}, Sacrifice this artifact:<br>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Engineered Explosives</b> (X)<br>Artifact<br>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br>{2}, Sacrifice this artifact:<br>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Field of the Dead</b><br>Land<br>This land enters tapped.<br>{T}: Add {C}.<br>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><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><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Obstinate Baloth</b> (2)(G)(G)<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                       | <b>Obstinate Baloth</b> (2)(G)(G)<br>Creature -- Beast<br>When this creature enters, you gain 4 life.<br>If a spell or ability an opponent controls causes you to discard this card, put it onto the battlefield instead of putting it into your graveyard.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                       | <b>Oko, Thief of Crowns</b> (1)(G)(U)<br>Legendary Planeswalker -- Oko<br>[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")<br>[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.<br>[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.<br><br>[sideboard]<br><br><br><br><br><br><br><br><br><br><br><div>L 4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

Playtest cards - fpawlusz - Modern (Modern League)

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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

1 G U

[+2]: Create a Food token. (It's an artifact with "{2}, {T}", Sacrifice this token: You gain 3 life.")

[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.

[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

[sidebar]

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

You may play lands from your graveyard.

[sideboard]

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

When this creature enters, you may destroy target artifact or enchantment.

[sideboard]

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev