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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>Blood Artist ①B</div><div>Creature -- Vampire</div><div>Whenever this creature or another creature dies, target player loses 1 life and you gain 1 life.</div><div>0/1</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>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>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> |

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| <div> <b>Boseiju, Who Endures</b> </div> <div>           Legendary Land         </div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span> </div> <div>           Instant         </div> <div> <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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span> </div> <div>           Instant         </div> <div> <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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Chord of Calling</b> <span>(X)(G)(G)(G)</span> </div> <div>           Instant         </div> <div> <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.)</p> <p>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |
| <div> <b>Delighted Halfling</b> <span>(G)</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                              | <div> <b>Delighted Halfling</b> <span>(G)</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                      | <div> <b>Delighted Halfling</b> <span>(G)</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                      | <div> <b>Delighted Halfling</b> <span>(G)</span> </div> <div>           Creature -- Halfling Citizen         </div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                      |

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| <div> <div>Dryad Arbor</div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Endurance1GG</div> <div>Creature -- Elemental Incarnation</div> <div>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.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Endurance1GG</div> <div>Creature -- Elemental Incarnation</div> <div>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.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                           |
| <div> <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                         | <div> <div>Green Sun's ZenithXG</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 PLAYbotbox.dev</div> </div>                                                                    | <div> <div>Green Sun's ZenithXG</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 PLAYbotbox.dev</div> </div>                                                                    | <div> <div>Green Sun's ZenithXG</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 PLAYbotbox.dev</div> </div> |

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

## Misty Rainforest

Land

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

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## Orcish Bowmasters (1) (B)

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.

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## Orcish Bowmasters ① Ⓑ

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 botbox.dev

**Orcish Bowmasters** (1) (B)

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 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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pende Lhaven

## Legendary Land

{T}: Add {G}.  
{T}: Target 1/1 creature gets +1/+2 until end of turn.

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## 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.

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| <div> <div>Scavenging Ooze</div> <div> <div>16</div> <div></div> </div> </div> <div> <div>Creature -- Ooze</div> <div> {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. </div> <div> <div>2/2</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Shifting Woodland</div> <div></div> </div> <div> <div>Land</div> <div> This land enters tapped unless you control a Forest. {T}: Add {G}. 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> <div>Swamp</div> <div></div> </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> <div>Underground Mortuary</div> <div></div> </div> <div> <div>Land -- Swamp Forest</div> <div> ({T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div>Underground Mortuary</div> <div></div> </div> <div> <div>Land -- Swamp Forest</div> <div> ({T}: Add {B} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>               | <div> <div>Verdant Catacombs</div> <div></div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                   | <div> <div>Verdant Catacombs</div> <div></div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Verdant Catacombs</div> <div></div> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                 |

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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 PLAY botbox.dev</div>   | <div>Wall of Roots 1G</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                           | <div>Wall of Roots 1G</div> <div>Creature -- Plant Wall</div> <div>Defender<br/>Put a -0/-1 counter on this creature: Add {G}. Activate only once each turn.</div> <div>0/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.dev</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 PLAY botbox.dev</div> | <div>Yawgmoth, Thran Physician 2BB</div> <div>Legendary Creature -- Human Cleric</div> <div>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{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 PLAY botbox.dev</div> | <div>Yawgmoth, Thran Physician 2BB</div> <div>Legendary Creature -- Human Cleric</div> <div>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{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 PLAY botbox.dev</div> | <div>Yawgmoth, Thran Physician 2BB</div> <div>Legendary Creature -- Human Cleric</div> <div>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{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 PLAY botbox.dev</div> |

Playtest cards - WhinMTG - 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

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| <p><b>Yawgmoth, Thran Physician</b> (2)(B)(B)</p> <p>Legendary Creature -- Human Cleric</p> <p>Protection from Humans<br/>Pay 1 life, Sacrifice another creature: Put a -1/-1 counter on up to one target creature and draw a card.<br/>{B}{B}, Discard a card: Proliferate. (Choose any number of permanents and/or players, then give each another counter of each kind already there.)</p> <p>2/4</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Young Wolf</b> (G)</p> <p>Creature -- Wolf</p> <p>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.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Young Wolf</b> (G)</p> <p>Creature -- Wolf</p> <p>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.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                            | <p><b>Young Wolf</b> (G)</p> <p>Creature -- Wolf</p> <p>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.)</p> <p>1/1</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                            |
| <p><b>Culling Ritual</b> (2)(B)(G)</p> <p>Sorcery</p> <p>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                                                                          | <p><b>Culling Ritual</b> (2)(B)(G)</p> <p>Sorcery</p> <p>Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 | <p><b>Fatal Push</b> (B)</p> <p>Instant</p> <p>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Fatal Push</b> (B)</p> <p>Instant</p> <p>Destroy target creature if it has mana value 2 or less.<br/>Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.</p> <p>[sideboard]</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |

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| <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><br>[sideboard]                                                                         | <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. Destroy up to two target artifacts and/or enchantments.<br><br>[sideboard] | <b>Fulminator Mage</b> (1)(B/R)(B/R)<br>Creature -- Elemental Shaman<br>Sacrifice this creature: Destroy target nonbasic land.<br><br>[sideboard]                                                                   | <b>Fulminator Mage</b> (1)(B/R)(B/R)<br>Creature -- Elemental Shaman<br>Sacrifice this creature: Destroy target nonbasic land.<br><br>[sideboard]                                                                                                                                                                                     |
| <b>Outland Liberator</b> (1)(G)<br>Creature -- Human Werewolf<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Daybound (If a player casts no spells during their own turn, it becomes night next turn.)<br><br>[sideboard]                                                                                | <b>Reclamation Sage</b> (2)(G)<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br><br>[sideboard]                                                                         | <b>Soulless Jailer</b> (2)<br>Artifact Creature -- Phyrexian Golem<br>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.<br><br>[sideboard] | <b>Surgical Extraction</b> (BP)<br>Instant<br>({B/P} can be paid with either {B} or 2 life.)<br>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.<br><br>[sideboard] |
| <b>Frenzied Trapbreaker</b><br>Creature -- Werewolf<br>{1}, Sacrifice this creature: Destroy target artifact or enchantment. Whenever this creature attacks, destroy target artifact or enchantment defending player controls. Nightbound (If a player casts at least two spells during their own turn, it becomes day next turn.) |                                                                                                                                                                                                                                   |                                                                                                                                                                                                                     |                                                                                                                                                                                                                                                                                                                                       |

BP

{B/P} can be paid with either {B} or 2 life.)  
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.

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**B**

Target player reveals their hand.  
You choose a nonland card from it.  
That player discards that card. You  
lose 2 life.

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**(B)**

Target player reveals their hand.  
You choose a nonland card from it.  
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