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| <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Boseiju, Who Endures</b><br>Legendary Land<br>{T}: Add {G}.<br>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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Castle Garenbrig</b><br>Land<br>This land enters tapped unless you control a Forest.<br>{T}: Add {G}.<br>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                           | <b>Cavalier of Thorns 2GGG</b><br>Creature -- Elemental Knight<br>Reach<br>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.<br><div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <b>Cavalier of Thorns 2GGG</b><br>Creature -- Elemental Knight<br>Reach<br>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.<br><div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <b>Cavalier of Thorns 2GGG</b><br>Creature -- Elemental Knight<br>Reach<br>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.<br><div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>           | <b>Cavalier of Thorns 2GGG</b><br>Creature -- Elemental Knight<br>Reach<br>When this creature enters, reveal the top five cards of your library. Put a land card from among them onto the battlefield and the rest into your graveyard.<br>When this creature dies, you may exile it. If you do, put another target card from your graveyard on top of your library.<br><div>5/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <b>Cityscape Leveler 8</b><br>Artifact Creature -- Construct<br>Trample<br>When you cast this spell and whenever this creature attacks, destroy up to one target nonland permanent. Its controller creates a tapped Powerstone token.<br>Unearth {8}<br><div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                 |

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| <div><div><div>Elvish Mystic</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Elvish Mystic</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Elvish Mystic</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Elvish Mystic</div><div>6</div></div><div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div></div><div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                | <div><div><div>Forest</div></div><div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                |

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| <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>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>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>Forest</div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Hostile Hostel</div><div>Land</div><div>({T}: Add {C}.<br/>{1}, {T}, Sacrifice a creature: Put a soul counter on this land. Then if there are three or more soul counters on it, remove those counters, transform it, then untap it. Activate only as a sorcery.</div><div>----- BACK FACE -----</div><div>Creeping Inn</div><div>Artifact Creature -- Horror Construct</div><div>Whenever this creature attacks, you may exile a creature card from your graveyard. If you do, each opponent loses X life and you gain X life, where X is the number of creature cards exiled with this creature.<br/>{4}: This creature phases out.</div><div>3/7</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <p><b>Kiora, Behemoth Beckoner</b> (2)(6/u)</p> <p>Legendary Planeswalker -- Kiora</p> <p>Whenever a creature you control with power 4 or greater enters, draw a card.</p> <p>[-1]: Untap target permanent.</p> <p><b>L 7</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                            | <p><b>Kiora, Behemoth Beckoner</b> (2)(6/u)</p> <p>Legendary Planeswalker -- Kiora</p> <p>Whenever a creature you control with power 4 or greater enters, draw a card.</p> <p>[-1]: Untap target permanent.</p> <p><b>L 7</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                            | <p><b>Kiora, Behemoth Beckoner</b> (2)(6/u)</p> <p>Legendary Planeswalker -- Kiora</p> <p>Whenever a creature you control with power 4 or greater enters, draw a card.</p> <p>[-1]: Untap target permanent.</p> <p><b>L 7</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Kiora, Behemoth Beckoner</b> (2)(6/u)</p> <p>Legendary Planeswalker -- Kiora</p> <p>Whenever a creature you control with power 4 or greater enters, draw a card.</p> <p>[-1]: Untap target permanent.</p> <p><b>L 7</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |
| <p><b>Lair of the Hydra</b></p> <p>Land</p> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {G}.</p> <p>{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.</p> <p><b>L 7</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Lair of the Hydra</b></p> <p>Land</p> <p>If you control two or more other lands, this land enters tapped.</p> <p>{T}: Add {G}.</p> <p>{X}{G}: Until end of turn, this land becomes an X/X green Hydra creature. It's still a land. X can't be 0.</p> <p><b>L 7</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Llanowar Elves</b> (6)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                              | <p><b>Llanowar Elves</b> (6)</p> <p>Creature -- Elf Druid</p> <p>{T}: Add {G}.</p> <p><b>1/1</b></p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                              |

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| <div>Llanowar Elves</div> <div> <div> <div></div> <div>G</div> </div> </div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                               | <div>Llanowar Elves</div> <div> <div> <div></div> <div>G</div> </div> </div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                               | <div>Nykthos, Shrine to Nyx</div> <div> <div> <div></div> <div>G</div> </div> </div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               | <div>Nykthos, Shrine to Nyx</div> <div> <div> <div></div> <div>G</div> </div> </div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                               |
| <div>Nykthos, Shrine to Nyx</div> <div> <div> <div></div> <div>G</div> </div> </div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nykthos, Shrine to Nyx</div> <div> <div> <div></div> <div>G</div> </div> </div> <div>Legendary Land</div> <div>{T}: Add {C}.<br/>{2}, {T}: Choose a color. Add an amount of mana of that color equal to your devotion to that color. (Your devotion to a color is the number of mana symbols of that color in the mana costs of permanents you control.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Oath of Nissa</div> <div> <div> <div></div> <div>G</div> </div> </div> <div>Legendary Enchantment</div> <div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.<br/>You may spend mana as though it were mana of any color to cast planeswalker spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Oath of Nissa</div> <div> <div> <div></div> <div>G</div> </div> </div> <div>Legendary Enchantment</div> <div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order.<br/>You may spend mana as though it were mana of any color to cast planeswalker spells.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div>Oath of Nissa (G)</div> <div>Legendary Enchantment</div> <div>When Oath of Nissa enters, look at the top three cards of your library. You may reveal a creature, land, or planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in any order. You may spend mana as though it were mana of any color to cast planeswalker spells.</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Old-Growth Troll (GGG)</div> <div>Creature -- Troll Warrior</div> <div>Trample<br/>When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        | <div>Old-Growth Troll (GGG)</div> <div>Creature -- Troll Warrior</div> <div>Trample<br/>When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        | <div>Old-Growth Troll (GGG)</div> <div>Creature -- Troll Warrior</div> <div>Trample<br/>When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>        |
| <div>Old-Growth Troll (GGG)</div> <div>Creature -- Troll Warrior</div> <div>Trample<br/>When Old-Growth Troll dies, if it was a creature, return it to the battlefield. It's an Aura enchantment with enchant Forest you control and "Enchanted Forest has '{T}: Add {G}{G}' and '{1}, {T}, Sacrifice this land: Create a tapped 4/4 green Troll Warrior creature token with trample.'"</div> <div>4/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>  | <div>Outcaster Trailblazer (2G)</div> <div>Creature -- Human Druid</div> <div>When this creature enters, add one mana of any color.<br/>Whenever another creature you control with power 4 or greater enters, draw a card.<br/>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Outcaster Trailblazer (2G)</div> <div>Creature -- Human Druid</div> <div>When this creature enters, add one mana of any color.<br/>Whenever another creature you control with power 4 or greater enters, draw a card.<br/>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Outcaster Trailblazer (2G)</div> <div>Creature -- Human Druid</div> <div>When this creature enters, add one mana of any color.<br/>Whenever another creature you control with power 4 or greater enters, draw a card.<br/>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</div> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <b>Outcaster Trailblazer</b> (2)(G)<br><hr/> Creature -- Human Druid<br><hr/> <p>When this creature enters, add one mana of any color.<br/>Whenever another creature you control with power 4 or greater enters, draw a card.<br/>Plot {2}{G} (You may pay {2}{G} and exile this card from your hand. Cast it as a sorcery on a later turn without paying its mana cost. Plot only as a sorcery.)</p> <div>4/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Storm the Festival</b> (3)(G)(G)(G)<br><hr/> Sorcery<br><hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br/>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Storm the Festival</b> (3)(G)(G)(G)<br><hr/> Sorcery<br><hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br/>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Storm the Festival</b> (3)(G)(G)(G)<br><hr/> Sorcery<br><hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br/>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                    |
| <b>Storm the Festival</b> (3)(G)(G)(G)<br><hr/> Sorcery<br><hr/> <p>Look at the top five cards of your library. You may put up to two permanent cards with mana value 5 or less from among them onto the battlefield. Put the rest on the bottom of your library in a random order.<br/>Flashback {7}{G}{G}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>               | <b>Tyvar, the Pummeler</b> (1)(G)(G)<br><hr/> Legendary Creature -- Elf Warrior<br><hr/> <p>Tap another untapped creature you control: Tyvar gains indestructible until end of turn. Tap it.<br/>{3}{G}{G}: Creatures you control get +X/+X until end of turn, where X is the greatest power among creatures you control.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                           | <b>Ulvenwald Oddity</b> (2)(G)(G)<br><hr/> Creature -- Beast<br><hr/> Trample, haste<br>{5}{G}{G}: Transform this creature.<br><div>4/4</div> <div>--- BACK FACE ---</div> <hr/> <b>Ulvenwald Behemoth</b><br><hr/> Creature -- Beast Horror<br><hr/> Trample, haste<br>Other creatures you control get +1/+1 and have trample and haste.<br><div>8/8</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <b>Vivien, Arkbow Ranger</b> (1)(G)(G)(G)<br><hr/> Legendary Planeswalker -- Vivien<br><hr/> <p>[+1]: Distribute two +1/+1 counters among up to two target creatures. They gain trample until end of turn.<br/>[-3]: Target creature you control deals damage equal to its power to target creature or planeswalker.<br/>[-5]: You may reveal a creature card you own from outside the game and put it into your hand.</p> <div>L 4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |



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| <b>Keen-Eyed Curator</b> ⑥⑥<br>Creature -- Raccoon Scout<br><br>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.<br>{1}: Exile target card from a graveyard.<br><br>[sideboard]<br><br><br><br><div>3/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                        | <b>Setessan Petitioner</b> ①⑥⑥<br>Creature -- Human Druid<br><br>When this creature enters, you gain life equal to your devotion to green. (Each {G} in the mana costs of permanents you control counts toward your devotion to green.)<br><br>[sideboard]<br><br><br><br><div>2/2</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                               | <b>Tail Swipe</b> ⑥<br>Instant<br><br>Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)<br><br>[sideboard]<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev        | <b>Tail Swipe</b> ⑥<br>Instant<br><br>Choose target creature you control and target creature you don't control. If you cast this spell during your main phase, the creature you control gets +1/+1 until end of turn. Then those creatures fight each other. (Each deals damage equal to its power to the other.)<br><br>[sideboard]<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev        |
| <b>The Stone Brain</b> ②<br>Legendary Artifact<br><br>{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.<br><br>[sideboard]<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>The Stone Brain</b> ②<br>Legendary Artifact<br><br>{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.<br><br>[sideboard]<br><br><br><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tranquil Frillback</b> ②⑥<br>Creature -- Dinosaur<br><br>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --<br>* Destroy target artifact or enchantment.<br>* Exile target player's graveyard.<br>* You gain 4 life.<br><br>[sideboard]<br><br><br><br><div>3/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Tranquil Frillback</b> ②⑥<br>Creature -- Dinosaur<br><br>When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --<br>* Destroy target artifact or enchantment.<br>* Exile target player's graveyard.<br>* You gain 4 life.<br><br>[sideboard]<br><br><br><br><div>3/3</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |

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| <div> <div> <b>Unlicensed Hearse</b> <div>②</div> </div> <div> Artifact -- Vehicle </div> <div> <div> {T}: Exile up to two target cards from a single graveyard.<br/> Unlicensed Hearse's power and toughness are each equal to the number of cards exiled with it.<br/> Crew 2 </div> <div> [sideboard] </div> <div> <div>*/*</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Vivien Reid</b> <div>③⑥⑥</div> </div> <div> Legendary Planeswalker -- Vivien </div> <div> <div> [+1]: Look at the top four 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.<br/> [-3]: Destroy target artifact, enchantment, or creature with flying.<br/> [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."<br/> <br/> [sideboard] </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> </div> | <div> <div> <b>Vivien Reid</b> <div>③⑥⑥</div> </div> <div> Legendary Planeswalker -- Vivien </div> <div> <div> [+1]: Look at the top four 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.<br/> [-3]: Destroy target artifact, enchantment, or creature with flying.<br/> [-8]: You get an emblem with "Creatures you control get +2/+2 and have vigilance, trample, and indestructible."<br/> <br/> [sideboard] </div> <div> <div>L 5</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY <div>botbox.dev</div> </div> </div> </div> |
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