

<div>Amulet of Vigor①</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>Amulet of Vigor①</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>Amulet of Vigor①</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>Amulet of Vigor①</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>Arboreal Grazer⑥</div> <div>Creature -- Sloth Beast</div> <div>Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Arboreal Grazer⑥</div> <div>Creature -- Sloth Beast</div> <div>Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Arboreal Grazer⑥</div> <div>Creature -- Sloth Beast</div> <div>Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>	<div>Arboreal Grazer⑥</div> <div>Creature -- Sloth Beast</div> <div>Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped.</div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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 PLAY botbox.dev</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 PLAY botbox.dev</div>	<div>Commercial District</div> <div>Land -- Mountain Forest</div> <div>({T}): Add {R} 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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Crumbling Vestige</div> <div>Land</div> <div>This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
<div>Crumbling Vestige</div> <div>Land</div> <div>This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Cultivator Colossus ④⑥⑥⑥</div> <div>Creature -- Plant Beast</div> <div>Trample Cultivator Colossus's power and toughness are each equal to the number of lands you control. When this creature enters, you may put a land card from your hand onto the battlefield tapped. If you do, draw a card and repeat this process.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>*/*</div>	<div>Dryad of the Ilysian Grove ②⑥</div> <div>Enchantment Creature -- Nymph Dryad</div> <div>You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>2/4</div>	<div>Dryad of the Ilysian Grove ②⑥</div> <div>Enchantment Creature -- Nymph Dryad</div> <div>You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> <div>2/4</div>

<div><div><div>Dryad of the Ilysian Grove</div><div>26</div></div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Dryad of the Ilysian Grove</div><div>26</div></div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Expedition Map</div><div>1</div></div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Explore</div><div>16</div></div><div>Sorcery</div><div>You may play an additional land this turn. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Explore</div><div>16</div></div><div>Sorcery</div><div>You may play an additional land this turn. Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Golgari Rot Farm</div></div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gruul Turf</div></div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Gruul Turf</div></div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Hanweir Battlements</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{R}, {T}: Target creature gains haste until end of turn.</p><p>{3}{R}{R}, {T}: If you both own and control this land and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.</p></div></div><div>----- OTHER FACE -----</div><div><div><div>Hanweir, the Writhing Township</div><div>Legendary Creature -- Eldrazi Ooze</div><div><p>Trample, haste</p><p>Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking.</p></div></div><div>7/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>	<div><div><div>Mirrorpool</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {C}.</p><p>{2}{C}, {T}, Sacrifice this land: Copy target instant or sorcery spell you control. You may choose new targets for the copy.</p><p>{4}{C}, {T}, Sacrifice this land: Create a token that's a copy of target creature you control.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div><div>Oran-Rief, the Vastwood</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {G}.</p><p>{T}: Put a +1/+1 counter on each green creature that entered this turn.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div><p>Trample</p><p>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></div></div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div><p>Trample</p><p>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></div></div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Primeval Titan</div><div>4GG</div><div>Creature -- Giant</div><div><p>Trample</p><p>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></div></div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Primeval Titan</div><div><div>4GG</div></div></div> <div><div>Creature -- Giant</div><div>Trample 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.</div><div>6/6</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Shifting Woodland</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>Simic Growth Chamber</div></div> <div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Simic Growth Chamber</div></div> <div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
<div><div>Simic Growth Chamber</div></div> <div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Simic Growth Chamber</div></div> <div><div>Land</div><div>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Snow-Covered Forest</div></div> <div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Snow-Covered Forest</div></div> <div><div>Basic Snow Land -- Forest</div><div>({T}: Add {G}.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>

<div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>({T}): Add {G} .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Springheart Nantuko1G</div><div>Enchantment Creature -- Insect Monk</div><div>Bestow {1}{G} Enchanted creature gets +1/+1. Landfall -- Whenever a land you control enters, you may pay {1}{G} if this permanent is attached to a creature you control. If you do, create a token that's a copy of that creature. If you didn't create a token this way, create a 1/1 green Insect creature token.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Summoner's Pact9</div><div>Instant</div><div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Summoner's Pact9</div><div>Instant</div><div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle. At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div>The One Ring</div><div>4</div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The One Ring</div><div>4</div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The One Ring</div><div>4</div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>The One Ring</div><div>4</div><div>Legendary Artifact</div><div>Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn. At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring. {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Tolaria West</div><div></div><div>Land</div><div>This land enters tapped. {T}: Add {U}. Transmute {1}{U}{U} ({1}{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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div></div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div></div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Urza's Saga</div><div></div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Urza's Saga</div><div>Enchantment Land -- Urza's Saga</div><div>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.) I -- This Saga gains "{T}: Add {C}." II -- This Saga gains "{2}, {T}: Create a 0/0 colorless Construct artifact creature token with 'This token gets +1/+1 for each artifact you control.'" III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Valakut, the Molten Pinnacle</div><div>Land</div><div>This land enters tapped. Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Valakut, the Molten Pinnacle</div><div>Land</div><div>This land enters tapped. Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target. {T}: Add {R}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Vesuva</div><div>Land</div><div>You may have this land enter tapped as a copy of any land on the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Cavern of Souls</div><div>Land</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Defense Grid ②</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Defense Grid ②</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Dismember ①BPBP</div><div>Instant</div><div>({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> Dismember <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> Instant <div> ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Dismember <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> Instant <div> ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disruptor Flute <div> <div>2</div> </div> </div> <div> Artifact <div> Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Disruptor Flute <div> <div>2</div> </div> </div> <div> Artifact <div> Flash As this artifact enters, choose a card name. Spells with the chosen name cost {3} more to cast. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> Endurance <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> Creature -- Elemental Incarnation <div> Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. </div> <div> [sideboard] </div> <div> <div>3/4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Endurance <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div> Creature -- Elemental Incarnation <div> Flash Reach When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order. Evoke--Exile a green card from your hand. </div> <div> [sideboard] </div> <div> <div>3/4</div> </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Force of Vigor <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> Instant <div> 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. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Force of Vigor <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div> Instant <div> 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. </div> <div> [sideboard] </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>

<div> <div>Generous Ent</div> <div> <div>5</div> <div>6</div> </div> </div> <div> <div>Creature -- Treefolk</div> <div> <div>Reach</div> <div>When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")</div> <div>Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)</div> </div> <div> <div>[sideboard]</div> <div>5/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Roxanne, Starfall Savant</div> <div> <div>3</div> <div>R</div> <div>6</div> </div> </div> <div> <div>Legendary Creature -- Cat Druid</div> <div> <div>Whenever Roxanne enters or attacks, create a tapped colorless artifact token named Meteorite with "When this token enters, it deals 2 damage to any target" and "{T}: Add one mana of any color."</div> <div>Whenever you tap an artifact token for mana, add one mana of any type that artifact token produced.</div> </div> <div> <div>[sideboard]</div> <div>4/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Spe lunking</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Enchantment</div> <div> <div>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.</div> <div>Lands you control enter untapped.</div> </div> <div> <div>[sideboard]</div> <div></div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
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