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| <div><div><div>Badgermole Cub</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Badgermole Cub</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Badgermole Cub</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Badgermole Cub</div><div><div>1</div><div>6</div></div></div><div><div>Creature -- Badger Mole</div><div>When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.</div><div><div>2/2</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div><div>Botanical Sanctum</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                    | <div><div><div>Botanical Sanctum</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                    | <div><div><div>Botanical Sanctum</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                    | <div><div><div>Botanical Sanctum</div><div>Land</div></div><div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div>                                                                                                                                                                                                                                                                    |

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| <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Breeding Pool</div><div>Land -- Forest Island</div><div>({T}: Add {G} or {U}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Craterhoof Behemoth 5GGG</div><div>Creature -- Beast</div><div>Haste<br/>When this creature enters, creatures you control gain trample and get +X/+X until end of turn, where X is the number of creatures you control.</div><div>5/5</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>                                                                                             |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <b>Formidable Speaker</b> ②⑥<br>Creature -- Elf Druid<br>When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.<br>{1}, {T}: Untap another target permanent.<br><div>2/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Gene Pollinator</b> ⑥<br>Artifact Creature -- Robot Insect<br>{T}, Tap an untapped permanent you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                    | <b>Gene Pollinator</b> ⑥<br>Artifact Creature -- Robot Insect<br>{T}, Tap an untapped permanent you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                    | <b>Gene Pollinator</b> ⑥<br>Artifact Creature -- Robot Insect<br>{T}, Tap an untapped permanent you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Gene Pollinator</b> ⑥<br>Artifact Creature -- Robot Insect<br>{T}, Tap an untapped permanent you control: Add one mana of any color.<br><div>1/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                      | <b>Keen-Eyed Curator</b> ⑥⑥<br>Creature -- Raccoon Scout<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><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Keen-Eyed Curator</b> ⑥⑥<br>Creature -- Raccoon Scout<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><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Llanowar Elves</b> ⑥<br>Creature -- Elf Druid<br>{T}: Add {G}.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                       |

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| <div>Llanowar Elves</div> <div> <div> <div>6</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>6</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>6</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>Marang River Regent</div> <div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div>Creature -- Dragon</div> <div>Flying</div> <div>When this creature enters, return up to two other target nonland permanents to their owners' hands.</div> <div>6/7</div> <div>-----ADVENTURE-----</div> <div>Coil and Catch</div> <div> <div> <div>3</div> <div>U</div> </div> </div> <div>Instant -- Omen</div> <div>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Mockingbird</div> <div> <div> <div>X</div> <div>U</div> </div> </div> <div>Creature -- Bird Bard</div> <div>Flying</div> <div>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mockingbird</div> <div> <div> <div>X</div> <div>U</div> </div> </div> <div>Creature -- Bird Bard</div> <div>Flying</div> <div>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Mockingbird</div> <div> <div> <div>X</div> <div>U</div> </div> </div> <div>Creature -- Bird Bard</div> <div>Flying</div> <div>You may have this creature enter as a copy of any creature on the battlefield with mana value less than or equal to the amount of mana spent to cast this creature, except it's a Bird in addition to its other types and it has flying.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Nature's Rhythm</div> <div> <div> <div>X</div> <div>G</div> <div>G</div> </div> </div> <div>Sorcery</div> <div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</div> <div>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                           |

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| <div><div>Nature's Rhythm</div><div><div>X</div><div>G</div><div>G</div></div><div>Sorcery</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                              | <div><div>Nature's Rhythm</div><div><div>X</div><div>G</div><div>G</div></div><div>Sorcery</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nature's Rhythm</div><div><div>X</div><div>G</div><div>G</div></div><div>Sorcery</div><div>Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.<br/>Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Oko, Lorwyn Liege</div><div><div>2</div><div>U</div></div><div>Legendary Planeswalker -- Oko</div><div>At the beginning of your first main phase, you may pay {G}. If you do, transform Oko.<br/>[+2]: Up to one target creature gains all creature types. (This effect doesn't end.)<br/>[+1]: Target creature gets -2/-0 until your next turn.</div><div>L 3</div><div>--- BACK FACE ---</div><div><div>Oko, Shadowmoor Scion</div><div>Legendary Planeswalker -- Oko</div><div>At the beginning of your first main phase, you may pay {U}. If you do, transform Oko.<br/>[-1]: Mill three cards. You may put a permanent card from among them into your hand.<br/>[-3]: Create two 3/3 green Elk creature tokens.<br/>[-6]: Choose a creature type. You get an emblem with "Creatures you control of the chosen type get +3/+3 and have vigilance and hexproof."</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> |
| <div><div>Oko, Lorwyn Liege</div><div><div>2</div><div>U</div></div><div>Legendary Planeswalker -- Oko</div><div>At the beginning of your first main phase, you may pay {G}. If you do, transform Oko.<br/>[+2]: Up to one target creature gains all creature types. (This effect doesn't end.)<br/>[+1]: Target creature gets -2/-0 until your next turn.</div><div>L 3</div><div>--- BACK FACE ---</div><div><div>Oko, Shadowmoor Scion</div><div>Legendary Planeswalker -- Oko</div><div>At the beginning of your first main phase, you may pay {U}. If you do, transform Oko.<br/>[-1]: Mill three cards. You may put a permanent card from among them into your hand.<br/>[-3]: Create two 3/3 green Elk creature tokens.<br/>[-6]: Choose a creature type. You get an emblem with "Creatures you control of the chosen type get +3/+3 and have vigilance and hexproof."</div><div>L 3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div>Ouroboroid</div><div><div>2</div><div>G</div><div>G</div></div><div>Creature -- Plant Wurm</div><div>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                           | <div><div>Ouroboroid</div><div><div>2</div><div>G</div><div>G</div></div><div>Creature -- Plant Wurm</div><div>At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.</div><div>1/3</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                           | <div><div>Quantum Riddler</div><div><div>3</div><div>U</div><div>U</div></div><div>Creature -- Sphinx</div><div>Flying<br/>When this creature enters, draw a card.<br/>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br/>Warp {1}{U}</div><div>4/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              |

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| <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>Flying<br>When this creature enters, draw a card.<br>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br>Warp {1}{U}<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>Flying<br>When this creature enters, draw a card.<br>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br>Warp {1}{U}<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Quantum Riddler</b> (3)(U)(U)<br>Creature -- Sphinx<br>Flying<br>When this creature enters, draw a card.<br>As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.<br>Warp {1}{U}<br><div>4/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Spider Manifestation</b> (1)(R/G)<br>Creature -- Spider Avatar<br>Reach<br>{T}: Add {R} or {G}.<br>Whenever you cast a spell with mana value 4 or greater, untap this creature.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                      |
| <b>Spider Manifestation</b> (1)(R/G)<br>Creature -- Spider Avatar<br>Reach<br>{T}: Add {R} or {G}.<br>Whenever you cast a spell with mana value 4 or greater, untap this creature.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Spider Manifestation</b> (1)(R/G)<br>Creature -- Spider Avatar<br>Reach<br>{T}: Add {R} or {G}.<br>Whenever you cast a spell with mana value 4 or greater, untap this creature.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Spider Manifestation</b> (1)(R/G)<br>Creature -- Spider Avatar<br>Reach<br>{T}: Add {R} or {G}.<br>Whenever you cast a spell with mana value 4 or greater, untap this creature.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                            | <b>Spider-Sense</b> (1)(U)<br>Instant<br>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br>Counter target instant spell, sorcery spell, or triggered ability.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div><div><div>Spider-Sense</div><div>①②</div></div><div><div>Instant</div><div>Web-slinging {U} (You may cast this spell for {U} if you also return a tapped creature you control to its owner's hand.)<br/>Counter target instant spell, sorcery spell, or triggered ability.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                        | <div><div><div>Willowrush Verge</div></div><div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>      | <div><div><div>Willowrush Verge</div></div><div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>      | <div><div><div>Willowrush Verge</div></div><div><div>Land</div><div>{T}: Add {U}.<br/>{T}: Add {G}. Activate only if you control a Forest or an Island.</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                                           |
| <div><div><div>Ba Sing Se</div></div><div><div>Land</div><div>This land enters tapped unless you control a basic land.<br/>{T}: Add {G}.<br/>{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)<br/><br/>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Disdainful Stroke</div><div>①②</div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.<br/><br/>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Disdainful Stroke</div><div>①②</div></div><div><div>Instant</div><div>Counter target spell with mana value 4 or greater.<br/><br/>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div><div>Into the Flood Maw</div><div>③</div></div><div><div>Instant</div><div>Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.)<br/>Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand.<br/><br/>[sideboard]</div></div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |



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| <b>Keen-Eyed Curator</b> (G)(G)<br>Creature -- Raccoon Scout<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>[sideboard]<br><div>3/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                          | <b>Reclamation Sage</b> (2)(G)<br>Creature -- Elf Shaman<br>When this creature enters, you may destroy target artifact or enchantment.<br>[sideboard]<br><div>2/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                  | <b>Scrapshooter</b> (1)(G)(G)<br>Creature -- Raccoon Archer<br>Gift a card (You may promise an opponent a gift as you cast this spell. If you do, when it enters, they draw a card.)<br>Reach<br>When this creature enters, if the gift was promised, destroy target artifact or enchantment an opponent controls.<br>[sideboard]<br><div>4/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Sentinel of Lost Lore</b> (1)(G)(G)<br>Creature -- Elf Knight<br>When this creature enters, choose one or more --<br>* Return target card you own in exile that has an Adventure to your hand.<br>* Put target card you don't own in exile that has an Adventure on the bottom of its owner's library.<br>* Exile target player's graveyard.<br>[sideboard]<br><div>3/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Surrak, Elusive Hunter</b> (2)(G)<br>Legendary Creature -- Human Warrior<br>This spell can't be countered.<br>Trample<br>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.<br>[sideboard]<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Surrak, Elusive Hunter</b> (2)(G)<br>Legendary Creature -- Human Warrior<br>This spell can't be countered.<br>Trample<br>Whenever a creature you control or a creature spell you control becomes the target of a spell or ability an opponent controls, draw a card.<br>[sideboard]<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Unable to Scream</b> (U)<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br>As long as enchanted creature is face down, it can't be turned face up.<br>[sideboard]<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                       | <b>Unable to Scream</b> (U)<br>Enchantment -- Aura<br>Enchant creature<br>Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br>As long as enchanted creature is face down, it can't be turned face up.<br>[sideboard]<br><div>4/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                    |

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| <div> <div> <b>Unable to Scream</b> <span>U</span> </div> <div>           Enchantment -- Aura         </div> <div> <p>           Enchant creature<br/>           Enchanted creature loses all abilities and is a Toy artifact creature with base power and toughness 0/2 in addition to its other types.<br/>           As long as enchanted creature is face down, it can't be turned face up.         </p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> | <div> <div> <b>Vivien Reid</b> <span>3GG</span> </div> <div>           Legendary Planeswalker -- Vivien         </div> <div> <p>           [+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."         </p> <p>[sideboard]</p> </div> <div> <div>L 5</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> | <div> <div> <b>Wistfulness</b> <span>3GG</span> </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>           When this creature enters, if {G}{G} was spent to cast it, exile target artifact or enchantment an opponent controls.<br/>           When this creature enters, if {U}{U} was spent to cast it, draw two cards, then discard a card.<br/>           Evoke {G/U}{G/U} (You may cast this spell for its evoke cost. If you do, it's sacrificed when it enters.)         </p> <p>[sideboard]</p> </div> <div> <div>6/5</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           <span>botbox.dev</span> </div> </div> |
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