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| <div>Aftermath Analyst</div> <div>16</div> <div>Creature -- Elf Detective</div> <div>When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.)<br/>{3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Amulet of Vigor</div> <div>1</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 Vigor</div> <div>1</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 Vigor</div> <div>1</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 Vigor</div> <div>1</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 Grazer</div> <div>6</div> <div>Creature -- Sloth Beast</div> <div>Reach<br/>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 Grazer</div> <div>6</div> <div>Creature -- Sloth Beast</div> <div>Reach<br/>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 Grazer</div> <div>6</div> <div>Creature -- Sloth Beast</div> <div>Reach<br/>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> |

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| <div>Arboreal Grazer</div> <div>6</div> <div>Creature -- Sloth Beast</div> <div>Reach</div> <div>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}.</div> <div>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>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.</div> <div>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>Boseiju, Who Endures</div> <div>Legendary Land</div> <div>{T}: Add {G}.</div> <div>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>Crumbling Vestige</div> <div>Land</div> <div>This land enters tapped.</div> <div>When this land enters, add one mana of any color.</div> <div>{T}: Add {C}. ({C} represents colorless mana.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>              | <div>Crumbling Vestige</div> <div>Land</div> <div>This land enters tapped.</div> <div>When this land enters, add one mana of any color.</div> <div>{T}: Add {C}. ({C} represents colorless mana.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   | <div>Crumbling Vestige</div> <div>Land</div> <div>This land enters tapped.</div> <div>When this land enters, add one mana of any color.</div> <div>{T}: Add {C}. ({C} represents colorless mana.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   | <div>Crumbling Vestige</div> <div>Land</div> <div>This land enters tapped.</div> <div>When this land enters, add one mana of any color.</div> <div>{T}: Add {C}. ({C} represents colorless mana.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                   |

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| <div><div>Cultivator Colossus (4)(G)(G)(G)</div><div>Creature -- Plant Beast</div><div>Trample<br/>Cultivator Colossus's power and toughness are each equal to the number of lands you control.<br/>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><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <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><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Echoing Deep</div><div>Land -- Cave</div><div>You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types.<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Explore (1)(G)</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Explore (1)(G)</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</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><div>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></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>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></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>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></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>Green Sun's Zenith</div><div><div>X</div><div>G</div></div></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>Gruul Turf</div><div>Land</div></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>Gruul Turf</div><div>Land</div></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>Gruul Turf</div><div>Land</div></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>Hanweir Battlements</div><div>Land</div></div> <div>{T}: Add {C}.<br/>{R}, {T}: Target creature gains haste until end of turn.<br/>{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.</div> <div>----- OTHER FACE -----</div> <div><div>Hanweir, the Writhing Township</div><div>Legendary Creature -- Eldrazi Ooze</div></div> <div>Trample, haste<br/>Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking.</div> <div>7/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div><div><div>Mirrorpool</div><div>Land</div><div><div>This land enters tapped.</div><div>{T}: Add {C}.</div><div>{2}{C}, {T}, Sacrifice this land: Copy target instant or sorcery spell you control. You may choose new targets for the copy.</div><div>{4}{C}, {T}, Sacrifice this land: Create a token that's a copy of target creature you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Otawara, Soaring City</div><div>Legendary Land</div><div><div>{T}: Add {U}.</div><div>Channel -- {3}{U}, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs {1} less to activate for each legendary creature you control.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Primeval Titan</div><div>Creature -- Giant</div><div><div>Trample</div><div>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></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Primeval Titan</div><div>Creature -- Giant</div><div><div>Trample</div><div>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></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |
| <div><div><div>Primeval Titan</div><div>Creature -- Giant</div><div><div>Trample</div><div>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></div><div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                             | <div><div><div>Scapeshift</div><div>Sorcery</div><div><div>Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                               | <div><div><div>Scapeshift</div><div>Sorcery</div><div><div>Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            | <div><div><div>Scapeshift</div><div>Sorcery</div><div><div>Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                            |

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| <div><div>Shifting Woodland</div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>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.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         | <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                         |
| <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                 | <div><div>Spelunking</div><div>Enchantment</div><div><p>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.</p><p>Lands you control enter untapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spelunking</div><div>Enchantment</div><div><p>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.</p><p>Lands you control enter untapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spelunking</div><div>Enchantment</div><div><p>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.</p><p>Lands you control enter untapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Spelunking</div><div>②⑥</div></div> <div>Enchantment</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.<br/>Lands you control enter untapped.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div><div>Summoner's Pact</div><div>⑥</div></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>Summoner's Pact</div><div>⑥</div></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>The Mycosynth Gardens</div></div> <div>Land -- Sphere</div> <div>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                      |
| <div><div>Tolaria West</div></div> <div>Land</div> <div>This land enters tapped.<br/>{T}: Add {U}.<br/>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>Urza's Cave</div></div> <div>Land -- Urza's Cave</div> <div>{T}: Add {C}.<br/>{3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                  | <div><div>Urza's Saga</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.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>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>Urza's Saga</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.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>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> |

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| <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.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>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.)<br/>I -- This Saga gains "{T}: Add {C}."<br/>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.'"<br/>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>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>Zuran Orb</div><div>Artifact</div><div>Sacrifice a land: You gain 2 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                   |
| <div><div>Bojuka Bog</div><div>Land</div><div>This land enters tapped. When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                           | <div><div>Cultivator Colossus</div><div>Creature -- Plant Beast</div><div>Trample<br/>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>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                          | <div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dismember</div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.)<br/>Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Firespout</div><div><div>2</div><div>R/G</div></div></div><div>Sorcery</div><div>Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell. (Do both if {R}{G} was spent.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Firespout</div><div><div>2</div><div>R/G</div></div></div><div>Sorcery</div><div>Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell. (Do both if {R}{G} was spent.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                             | <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Instant</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Instant</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Force of Vigor</div><div><div>2</div><div>G</div><div>G</div></div></div><div>Instant</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                            | <div><div><div>Six</div><div><div>2</div><div>G</div></div></div><div>Legendary Creature -- Treefolk</div><div>Reach<br/>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</div><div>[sideboard]</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Stock Up</div><div><div>2</div><div>U</div></div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                | <div><div><div>Stock Up</div><div><div>2</div><div>U</div></div></div><div>Sorcery</div><div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                |

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| <div> <div>Tireless Tracker</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Creature -- Human Scout</div> <div> <div>Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</div> <div>Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.</div> <div>[sideboard]</div> </div> <div> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</div> <div>{1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |
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