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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>Cultivator Colossus</div> <div>4666</div> <div>Creature -- Plant Beast</div> <div>Trample</div> <div>Cultivator Colossus's power and toughness are each equal to the number of lands you control.</div> <div>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                     |

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| <div><div><div>Echoing Deeps</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Explore</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Explore</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Explore</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Explore</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                |

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| <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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>7/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div></div> | <div><div>Lotus Field</div><div>Land</div><div><p>Hexproof</p><p>This land enters tapped.</p><p>When this land enters, sacrifice two lands.</p><p>{T}: Add three mana of any one color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lotus Field</div><div>Land</div><div><p>Hexproof</p><p>This land enters tapped.</p><p>When this land enters, sacrifice two lands.</p><p>{T}: Add three mana of any one color.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Otakara, Soaring City</b><br><hr/> <b>Legendary Land</b><br><hr/> <p>{T}: Add {U}.<br/> 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.</p> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Primeval Titan</b> (4GG)<br><hr/> <b>Creature -- Giant</b><br><hr/> <p>Trample<br/> 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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Primeval Titan</b> (4GG)<br><hr/> <b>Creature -- Giant</b><br><hr/> <p>Trample<br/> 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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Primeval Titan</b> (4GG)<br><hr/> <b>Creature -- Giant</b><br><hr/> <p>Trample<br/> 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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                                             |
| <b>Primeval Titan</b> (2GG)<br><hr/> <b>Creature -- Giant</b><br><hr/> <p>Trample<br/> 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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                            | <b>Scapeshift</b> (2GG)<br><hr/> <b>Sorcery</b><br><hr/> <p>Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</p> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                         | <b>Scapeshift</b> (2GG)<br><hr/> <b>Sorcery</b><br><hr/> <p>Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</p> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                         | <b>Shifting Woodland</b><br><hr/> <b>Land</b><br><hr/> <p>This land enters tapped unless you control a Forest.<br/> {T}: Add {G}.<br/> 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>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |

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| <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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div> <div> <b>Summoner's Pact</b> </div> <div> <div> </div> <div> </div> </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div> | <div> <div> <b>Summoner's Pact</b> </div> <div> <div> </div> <div> </div> </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div> | <div> <div> <b>Summoner's Pact</b> </div> <div> <div> </div> <div> </div> </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>                                          | <div> <div> <b>Summoner's Pact</b> </div> <div> <div> </div> <div> </div> </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>                                                                                                                                                                                                                                                          |
| <div> <div> <b>The Mycosynth Gardens</b> </div> <div> <div> </div> <div> </div> </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>              | <div> <div> <b>The Mycosynth Gardens</b> </div> <div> <div> </div> <div> </div> </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div>              | <div> <div> <b>Tolaria West</b> </div> <div> <div> </div> <div> </div> </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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </div> | <div> <div> <b>Urza's Saga</b> </div> <div> <div> </div> <div> </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.)<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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY </div> <div> botbox.dev </div> </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>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>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>Cavern of Souls</div><div>Land</div><div>As this land enters, choose a creature type.<br/>{T}: Add {C}.<br/>{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>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>Endurance</div><div>①⑥⑥</div></div><div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>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</div><div>botbox.dev</div></div></div></div> | <div><div><div>Endurance</div><div>①⑥⑥</div></div><div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Reach<br/>When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.<br/>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</div><div>botbox.dev</div></div></div></div> | <div><div><div>Firespout</div><div>②④⑥</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Firespout</div><div>②④⑥</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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |
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| <div> <div> <b>Ghost Vacuum</b> <div>1</div> </div> <div> <div>Artifact</div> <div> { T } : Exile target card from a graveyard.<br/> { 6 }, { T }, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Radiant Fountain</b> </div> <div> <div>Land</div> <div> When this land enters, you gain 2 life.<br/> { T } : Add { C }. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Vexing Bauble</b> <div>1</div> </div> <div> <div>Artifact</div> <div> Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.<br/> { 1 }, { T }, Sacrifice this artifact: Draw a card. </div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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