

Land

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This land enters tapped unless you control a basic land.

{T}: Add {W}.

{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

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| Artifact | Land          |
|----------|---------------|
| $\{T\}$  | Add $\{W\}$ . |

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Creature -- Elf Druid

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{T}: Untap target Forest.

1/1

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Land

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{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.

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Creature -- Human Monk

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{T}: Add {W}.

1/1

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Creature -- Badger Mole

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}.

2/2

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Creature -- Human Cleric

Sacrifice this creature: Target creature you control gains protection from the color of your choice until end of turn.

1/1

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Creature -- Bird

Flying  
{T}: Add one mana of any color.

0/1

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| <div> <b>Birthing Pod</b> <span>3</span><span>GP</span> </div> <div> Artifact </div> <div> <p>{G/P} can be paid with either {G} or 2 life.)<br/> {1}{G/P}, {T}, Sacrifice a creature: Search your library for a creature card with mana value equal to 1 plus the sacrificed creature's mana value, put that card onto the battlefield, then shuffle. Activate only as a sorcery.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>  | <div> <b>Boreal Druid</b> <span>G</span> </div> <div> Snow Creature -- Elf Druid </div> <div> <p>{T}: Add {C}.</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Boseiju, Who Endures</b> </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}.<br/> Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Branchloft Pathway</b> </div> <div> Land </div> <div> <p>{T}: Add {G}.</p> </div> <div> <div>BACK FACE</div> </div> <div> <b>Boulderloft Pathway</b> </div> <div> Land </div> <div> <p>{T}: Add {W}.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                |
| <div> <b>Brightglass Gearhulk</b> <span>G</span><span>G</span><span>W</span><span>W</span> </div> <div> Artifact Creature -- Construct </div> <div> <p>First strike, trample<br/> When this creature enters, you may search your library for up to two artifact, creature, and/or enchantment cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.</p> </div> <div> <div>4/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Brushland</b> </div> <div> Land </div> <div> <p>{T}: Add {C}.<br/> {T}: Add {G} or {W}. This land deals 1 damage to you.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>          | <div> <b>Chord of Calling</b> <span>X</span><span>G</span><span>G</span><span>G</span> </div> <div> Instant </div> <div> <p>Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.)<br/> Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                          | <div> <b>Cloud, Midgar Mercenary</b> <span>W</span><span>W</span> </div> <div> Legendary Creature -- Human Soldier Mercenary </div> <div> <p>When Cloud enters, search your library for an Equipment card, reveal it, put it into your hand, then shuffle.<br/> As long as Cloud is equipped, if a triggered ability of Cloud or an Equipment attached to it triggers, that ability triggers an additional time.</p> </div> <div> <div>2/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

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| <div> <b>Command Tower</b> </div> <div> Land </div> <div> <p>{T}: Add one mana of any color in your commander's color identity.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                | <div> <b>Delighted Halfling</b> </div> <div> Creature -- Halfling Citizen </div> <div> <p>{T}: Add {C}.<br/>{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.</p> </div> <div> <div>1/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Devoted Druid</b> </div> <div> Creature -- Elf Druid </div> <div> <p>{T}: Add {G}.<br/>Put a -1/-1 counter on this creature: Untap this creature.</p> </div> <div> <div>0/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>     | <div> <b>Drannith Magistrate</b> </div> <div> Creature -- Human Wizard </div> <div> <p>Your opponents can't cast spells from anywhere other than their hands.</p> </div> <div> <div>1/3</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                            |
| <div> <b>Dryad Arbor</b> </div> <div> Land Creature -- Forest Dryad </div> <div> <p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p> </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Earthcraft</b> </div> <div> Enchantment </div> <div> <p>Tap an untapped creature you control: Untap target basic land.</p> </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                   | <div> <b>Eladamri's Call</b> </div> <div> Instant </div> <div> <p>Search your library for a creature card, reveal that card, put it into your hand, then shuffle.</p> </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Eldritch Evolution</b> </div> <div> Sorcery </div> <div> <p>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</p> </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

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| <b>Elvish Mystic</b> <span>(G)</span><br>Creature -- Elf Druid<br><hr/> {T}: Add {G}.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                     | <b>Endurance</b> <span>(1)(G)(G)</span><br>Creature -- Elemental Incarnation<br><hr/> 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. Evoke--Exile a green card from your hand.<br><div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Enlightened Tutor</b> <span>(W)</span><br>Instant<br><hr/> Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Finale of Devastation</b> <span>(X)(G)(G)</span><br>Sorcery<br><hr/> Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Flooded Strand</b><br>Land<br><hr/> {T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Island card, put it onto the battlefield, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Formidable Speaker</b> <span>(2)(G)</span><br>Creature -- Elf Druid<br><hr/> 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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>            | <b>Fyndhorn Elves</b> <span>(G)</span><br>Creature -- Elf Druid<br><hr/> {T}: Add {G}.<br><div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                    | <b>Gathering Place</b><br>Land<br><hr/> {T}: Add {C}.<br>{T}: Add {G} or {W}. Activate only if this land entered this turn or if you control a basic land.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                      |

W

{T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.

1/2

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**X G**

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.

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W

Whenever another creature you control enters, you gain 1 life and get {E} (an energy counter). Whenever you attack, you may pay {E}{E}{E}. When you do, put two +1/+1 counters and a flying counter on target attacking creature. It becomes an Angel in addition to its other types.

1/2

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①

When this creature dies, you gain 2 life.

{G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment.

1/1

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② ② W

When this creature enters, you may search your library for an Aura card, reveal it, put it into your hand, then shuffle.

1/2

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{T}: Add {G}.  
{T}: Add {W}. Activate only if you control a Forest or a Plains.

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① W

Your opponents can't cast spells during your turn.

{3}{G}{W}{W}: Transform Jennifer Walters. Activate only as a sorcery.

2/3

- - - BACK FACE - - -

3 G W W

Reach, trample  
Your opponents can't cast spells during your turn.  
Whenever a creature you control is dealt damage, you may have The Sensational She-Hulk deal that much damage to any target. Do this only once each turn.

6/6

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## GG

As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.

{1}: Exile target card from a graveyard.

3/3

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**G**

$$\{T\}: \text{Add } \{G\}.$$

1/1

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## Land -- Forest Plains

({{T}}: Add {{G}} or {{W}}.)  
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.)

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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W

{T}: Target creature you control gains protection from the color of your choice until end of turn.

1/1

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## Land

As this land enters, choose a basic land type. Then you may pay 2 life. If you don't, it enters tapped. This land is the chosen type.

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X G G

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.

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.)

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W

First strike, lifelink  
Ascend (If you control ten or more permanents, you get the city's blessing for the rest of the game.)  
At the beginning of your end step, if you gained life this turn, create a 1/1 white Cat creature token. Then if you have the city's blessing, for each token you control that entered this turn, create a token that's a copy of it.

1/1

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W

Enchant snow land you control  
When this Aura enters, exile target  
creature an opponent controls until  
this Aura leaves the battlefield.

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② W W

When this creature enters, you become the monarch.  
When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.

2/2

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2 W W

Fading 5 (This enchantment enters with five fade counters on it. At the beginning of your upkeep, remove a fade counter from it. If you can't, sacrifice it.)  
Remove a fade counter from this enchantment: Exile target creature. When this enchantment leaves the battlefield, each player returns to the battlefield all cards they own exiled with it.

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② ② W

When this Equipment enters, return target creature card with mana value 3 or less from your graveyard to the battlefield and attach this Equipment to it. Equipped creature gets +2/+2 and has vigilance.

Equip {3}

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## Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

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**G**

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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① W W

When this creature enters, you may search your library for a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.

Sacrifice this creature: Your opponents can't cast noncreature spells this turn.

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③ ④ W

When this creature enters, you may search your library for up to two creature cards with mana value 1 or less, reveal them, put them into your hand, then shuffle.

3/2

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| <div> <b>Razorverge Thicket</b> </div> <div> Land </div> <div> This land enters tapped unless you control two or fewer other lands.<br/> {T}: Add {G} or {W}. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Recruiter of the Guard</b> </div> <div> Creature -- Human Soldier </div> <div> When this creature enters, you may search your library for a creature card with toughness 2 or less, reveal it, put it into your hand, then shuffle. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                              | <div> <b>Sanctifier en-Vec</b> </div> <div> Creature -- Human Cleric </div> <div> Protection from black and from red<br/> When this creature enters, exile all cards that are black or red from all graveyards.<br/> If a black or red permanent, spell, or card not on the battlefield would be put into a graveyard, exile it instead. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Savannah</b> </div> <div> Land -- Forest Plains </div> <div> ({T}: Add {G} or {W}.) </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                                                                                                                                    |
| <div> <b>Seedcradle Witch</b> </div> <div> Creature -- Elf Shaman </div> <div> {2}{G}{W}: Target creature gets +3/+3 until end of turn. Untap that creature. </div> <div> <div>1/1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>  | <div> <b>Six</b> </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.<br/> 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> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> | <div> <b>Skullclamp</b> </div> <div> Artifact -- Equipment </div> <div> Equipped creature gets +1/-1.<br/> Whenever equipped creature dies, draw two cards.<br/> Equip {1} </div> <div> <div>1</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div>                                                                                                                                                                 | <div> <b>Skyclave Apparition</b> </div> <div> Creature -- Kor Spirit </div> <div> When this creature enters, exile up to one target nonland, nontoken permanent you don't control with mana value 4 or less.<br/> When this creature leaves the battlefield, the exiled card's owner creates an X/X blue Illusion creature token, where X is the mana value of the exiled card. </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev </div> |

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| <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>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>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>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>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>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>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>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                          | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                  | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                          | <div><div>Snow-Covered Plains</div><div>Basic Snow Land -- Plains</div><div>({T}: Add {W}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                          |
| <div><div>Solitude<div>3W</div></div><div>Creature -- Elemental Incarnation</div><div>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Springheart Nantuko<div>1G</div></div><div>Enchantment Creature -- Insect Monk</div><div>Bestow {1}{G}<br/>Enchanted creature gets +1/+1.<br/>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>Starfield Shepherd<div>3W</div></div><div>Creature -- Angel</div><div>Flying<br/>When this creature enters, search your library for a basic Plains card or a creature card with mana value 1 or less, reveal it, put it into your hand, then shuffle.<br/>Warp {1}{W} (You may cast this card from your hand for its warp cost. Exile this creature at the beginning of the next end step, then you may cast it from exile on a later turn.)</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Static Prison<div>W</div></div><div>Enchantment</div><div>When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters). At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Stoneforge Mystic</div> <div> <div>1</div> <div>W</div> </div> </div> <div> <div>Creature -- Kor Artificer</div> <div> <p>When this creature enters, you may search your library for an Equipment card, reveal it, put it into your hand, then shuffle.</p> <p>{1}{W}, {T}: You may put an Equipment card from your hand onto the battlefield.</p> </div> <div> <div>1/2</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Summoner's Pact</div> <div> <div>0</div> </div> </div> <div> <div>Instant</div> <div> <p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</p> <p>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Sunpetal Grove</div> </div> <div> <div>Land</div> <div> <p>This land enters tapped unless you control a Forest or a Plains.</p> <p>{T}: Add {G} or {W}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                                                                                                                            | <div> <div>Swift Reconfiguration</div> <div> <div>W</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Flash</p> <p>Enchant creature or Vehicle</p> <p>Enchanted permanent is a Vehicle artifact with crew 5 and it loses all other card types. (It's not a creature unless it's crewed.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Swords to Plowshares</div> <div> <div>W</div> </div> </div> <div> <div>Instant</div> <div> <p>Exile target creature. Its controller gains life equal to its power.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                         | <div> <div>Temple Garden</div> </div> <div> <div>Land -- Forest Plains</div> <div> <p>({T}: Add {G} or {W}.)</p> <p>As this land enters, you may pay 2 life. If you don't, it enters tapped.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                    | <div> <div>Urza's Saga</div> </div> <div> <div>Enchantment Land -- Urza's Saga</div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)</p> <p>I -- This Saga gains "{T}: Add {C}."</p> <p>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.'"</p> <p>III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Utopia Sprawl</div> <div> <div>G</div> </div> </div> <div> <div>Enchantment -- Aura</div> <div> <p>Enchant Forest</p> <p>As this Aura enters, choose a color. Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                   |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Verdant Catacombs</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Voice of Resurgence</div> <div>Creature -- Elemental</div> <div>Whenever an opponent casts a spell during your turn and when this creature dies, create a green and white Elemental creature token with "This token's power and toughness are each equal to the number of creatures you control."</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Voice of Victory</div> <div>Creature -- Human Bard</div> <div>Mobilize 2 (Whenever this creature attacks, create two tapped and attacking 1/1 red Warrior creature tokens. Sacrifice them at the beginning of the next end step.) Your opponents can't cast spells during your turn.</div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Walking Ballista</div> <div>Artifact Creature -- Construct</div> <div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div> <div>0/0</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Wild Growth</div> <div>Enchantment -- Aura</div> <div>Enchant land<br/>Whenever enchanted land is tapped for mana, its controller adds an additional {G}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                     | <div>Windswept Heath</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                     | <div>Witch Enchanter</div> <div>Card</div> <div>-----<br/>- - - OTHER FACE - - -</div> <div>Witch Enchanter</div> <div>Card</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                              | <div>Wooded Bastion</div> <div>Land</div> <div>{T}: Add {C}.<br/>{G/W}, {T}: Add {G}{G}, {G}{W}, or {W}{W}.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                |

Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Worldly Tutor

Instant

Search your library for a creature card, reveal it, then shuffle and put the card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Brigid, Clachan's Heart

Card

[sideboard]

----- OTHER FACE -----

Brigid, Clachan's Heart

Card

PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

