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| <div> <div>Adventurer's Inn</div> <div>Land -- Town</div> <div> When this land enters, you gain 2 life.<br/> {T}: Add {C}. </div> <div> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                          | <div> <div>Aftermath Analyst</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> <div>1/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Arboreal Grazer</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> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                     | <div> <div>Arboreal Grazer</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> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                                                                            |
| <div> <div>Arboreal Grazer</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> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Arboreal Grazer</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> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div>                                                                                                                  | <div> <div>Arid Archway</div> <div>Land -- Desert</div> <div> This land enters tapped.<br/> When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)<br/> {T}: Add {C}{C}. </div> <div> <div>0/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> | <div> <div>Badgermole Cub</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.)<br/> Whenever you tap a creature for mana, add an additional {G}. </div> <div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> |

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| <div><div><div>Badgermole Cub</div><div><div>1</div><div>G</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>G</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>G</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>Blooming Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div></div>    |
| <div><div><div>Blooming Marsh</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {B} or {G}.</div></div></div>                                                                                                                                                                                                                                                                                                                                   | <div><div><div>Boseiju, Who Endures</div></div><div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div></div>                                                                   | <div><div><div>Boseiju, Who Endures</div></div><div><div>Legendary Land</div><div>{T}: Add {G}. Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</div></div></div>                                                                   | <div><div><div>Botanical Sanctum</div></div><div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands. {T}: Add {G} or {U}.</div></div></div> |
| <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                                                                                    | <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                     |

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| <div> <b>Botanical Sanctum</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Castle Garenbrig</b> </div> <div> Land </div> <div> <p>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <b>Dread Presence</b> <div> 3 B </div> </div> </div> <div> Creature -- Nightmare </div> <div> <p>Whenever a Swamp you control enters, choose one --<br/>* You draw a card and you lose 1 life.<br/>* This creature deals 2 damage to any target and you gain 2 life.</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Echoing Deeps</b> </div> <div> Land -- Cave </div> <div> <p>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}.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                 |
| <div> <b>Forest</b> </div> <div> Basic Land -- Forest </div> <div> <p>{T}: Add {G}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                           | <div> <b>Forest</b> </div> <div> Basic Land -- Forest </div> <div> <p>{T}: Add {G}.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                     | <div> <b>Hedge Maze</b> </div> <div> Land -- Forest Island </div> <div> <p>{T}: Add {G} or {U}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                          | <div> <div> <b>Hoarding Broodlord</b> <div> 5 B B B </div> </div> </div> <div> Creature -- Dragon </div> <div> <p>Convoke<br/>Flying<br/>When this creature enters, search your library for a card, exile it face down, then shuffle. For as long as that card remains exiled, you may play it.<br/>Spells you cast from exile have convoke.</p> </div> <div> <div>7/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div><div><b>Ipnu Rivulet</b></div><div>Land -- Desert</div><div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {U}.</div><div>{1}{U}, {T}, Sacrifice a Desert: Target player mills four cards.</div><div>(They put the top four cards of their library into their graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><b>Lotus Field</b></div><div>Land</div><div><div><div>Hexproof</div><div>This land enters tapped.</div><div>When this land enters, sacrifice two lands.</div><div>{T}: Add three mana of any one color.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                             | <div><div><b>Lotus Field</b></div><div>Land</div><div><div><div>Hexproof</div><div>This land enters tapped.</div><div>When this land enters, sacrifice two lands.</div><div>{T}: Add three mana of any one color.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                             | <div><div><b>Lotus Field</b></div><div>Land</div><div><div><div>Hexproof</div><div>This land enters tapped.</div><div>When this land enters, sacrifice two lands.</div><div>{T}: Add three mana of any one color.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                                             |
| <div><div><b>Lotus Field</b></div><div>Land</div><div><div><div>Hexproof</div><div>This land enters tapped.</div><div>When this land enters, sacrifice two lands.</div><div>{T}: Add three mana of any one color.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div><b>Lumra, Bellow of the Woods</b></div><div><div>4GG</div></div></div><div><div>Legendary Creature -- Elemental Bear</div></div><div><div><div>Reach, vigilance</div><div>Lumra's power and toughness are each equal to the number of lands you control.</div><div>When Lumra enters, mill four cards.</div><div>Then return all land cards from your graveyard to the battlefield tapped.</div></div></div><div><div><div>*/*</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Lumra, Bellow of the Woods</b></div><div><div>4GG</div></div></div><div><div>Legendary Creature -- Elemental Bear</div></div><div><div><div>Reach, vigilance</div><div>Lumra's power and toughness are each equal to the number of lands you control.</div><div>When Lumra enters, mill four cards.</div><div>Then return all land cards from your graveyard to the battlefield tapped.</div></div></div><div><div><div>*/*</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div><b>Lumra, Bellow of the Woods</b></div><div><div>4GG</div></div></div><div><div>Legendary Creature -- Elemental Bear</div></div><div><div><div>Reach, vigilance</div><div>Lumra's power and toughness are each equal to the number of lands you control.</div><div>When Lumra enters, mill four cards.</div><div>Then return all land cards from your graveyard to the battlefield tapped.</div></div></div><div><div><div>*/*</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div>Lumra, Bellow of the Woods (4)(G)(G)</div> <div>Legendary Creature -- Elemental Bear</div> <div> <p>Reach, vigilance</p> <p>Lumra's power and toughness are each equal to the number of lands you control.</p> <p>When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.</p> </div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Maelstrom of the Spirit Dragon</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color. Spend this mana only to cast a Dragon spell or an Omen spell.</p> <p>{4}, {T}, Sacrifice this land: Search your library for a Dragon card, reveal it, put it into your hand, then shuffle.</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                             | <div>Marang River Regent (4)(U)(U)</div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>When this creature enters, return up to two other target nonland permanents to their owners' hands.</p> </div> <div>6/7</div> <div>--- ADVENTURE ---</div> <div>Coil and Catch (3)(U)</div> <div>Instant -- Omen</div> <div> <p>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                    | <div>Marang River Regent (4)(U)(U)</div> <div>Creature -- Dragon</div> <div> <p>Flying</p> <p>When this creature enters, return up to two other target nonland permanents to their owners' hands.</p> </div> <div>6/7</div> <div>--- ADVENTURE ---</div> <div>Coil and Catch (3)(U)</div> <div>Instant -- Omen</div> <div> <p>Draw three cards, then discard a card. (Then shuffle this card into its owner's library.)</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div> <p>{T}: Add {U}.</p> <p>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> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                     | <div>Overlord of the Balemurk (3)(B)(B)</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> </div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Overlord of the Balemurk (3)(B)(B)</div> <div>Enchantment Creature -- Avatar Horror</div> <div> <p>Impending 5--{1}{B} (If you cast this spell for its impending cost, it enters with five time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)</p> <p>Whenever this permanent enters or attacks, mill four cards, then you may return a non-Avatar creature card or a planeswalker card from your graveyard to your hand.</p> </div> <div>5/5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Port of Karfell</div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U}.</p> <p>{3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.)</p> </div> <div></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                        |

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| <div><div>Port of Karfell</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U}.</p><p>{3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Port of Karfell</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U}.</p><p>{3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Port of Karfell</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {U}.</p><p>{3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.)</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Restless Cottage</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {B} or {G}.</p><p>{2}{B}{G}: This land becomes a 4/4 black and green Horror creature until end of turn. It's still a land.</p><p>Whenever this land attacks, create a Food token and exile up to one target card from a graveyard.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Scapeshift</div><div>2GG</div><div>Sorcery</div><div><p>Sacrifice any number of lands.</p><p>Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Scapeshift</div><div>2GG</div><div>Sorcery</div><div><p>Sacrifice any number of lands.</p><p>Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Scapeshift</div><div>2GG</div><div>Sorcery</div><div><p>Sacrifice any number of lands.</p><p>Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Scapeshift</div><div>2GG</div><div>Sorcery</div><div><p>Sacrifice any number of lands.</p><p>Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                    |

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| <p><b>Spe lunking</b> (2)(G)</p> <p>Enchantment</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Spe lunking</b> (2)(G)</p> <p>Enchantment</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                              | <p><b>Spe lunking</b> (2)(G)</p> <p>Enchantment</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                                                                                                                                           | <p><b>Spe lunking</b> (2)(G)</p> <p>Enchantment</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> |
| <p><b>Sunken Citadel</b></p> <p>Land -- Cave</p> <p>This land enters tapped. As it enters, choose a color.</p> <p>{T}: Add one mana of the chosen color.</p> <p>{T}: Add two mana of the chosen color. Spend this mana only to activate abilities of land sources.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>             | <p><b>Takenuma, Abandoned Mire</b></p> <p>Legendary Land</p> <p>{T}: Add {B}.</p> <p>Channel -- {3}{B}, Discard this card: Mill three cards, then return a creature or planeswalker card from your graveyard to your hand. This ability costs {1} less to activate for each legendary creature you control.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>The Wandering Minstrel</b> (G)(U)</p> <p>Legendary Creature -- Human Bard</p> <p>Lands you control enter untapped.</p> <p>The Minstrel's Ballad -- At the beginning of combat on your turn, if you control five or more Towns, create a 2/2 Elemental creature token that's all colors.</p> <p>{3}{W}{U}{B}{R}{G}: Other creatures you control get +X/+X until end of turn, where X is the number of Towns you control.</p> <p>1/3</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p> | <p><b>Underground Mortuary</b></p> <p>Land -- Swamp Forest</p> <p>( {T}: Add {B} or {G}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</p>                                 |

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| <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Underground Mortuary</div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1.<br/>(Look at the top card of your library. You may put it into your graveyard.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Urborg, Tomb of Yawgmoth</div><div>Legendary Land</div><div>Each land is a Swamp in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                             |
| <div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Duress</div><div>Sorcery</div><div>Target opponent reveals their hand. You choose a noncreature, nonland card from it. That player discards that card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Ephara's Dispersal</div><div>Instant</div><div>This spell costs {2} less to cast if it targets an attacking creature. Return target creature to its owner's hand. Surveil 2. (Look at the top two cards of your library, then put any number of them into your graveyard and the rest on top of your library in any order.)</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |



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1 B G

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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