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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> |

**G**

Reach  
When this creature enters, you may put a land card from your hand onto the battlefield tapped.

0/3

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## Legendary Land

**{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Legendary Land

{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

4 G G G

Creature -- Plant Beast

Trample  
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.

\* / \*

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| <div><div><div>Dryad of the Ilysian Grove</div><div>②⑥</div></div><div>Enchantment Creature -- Nymph Dryad</div><div>You may play an additional land on each of your turns.<br/>Lands you control are every basic land type in addition to their other types.</div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Echoing Deep</div></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><div>Expedition Map</div><div>①</div></div><div>Artifact</div><div>{2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                      | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                      |
| <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                        | <div><div><div>Forest</div></div><div>Basic Land -- Forest</div><div>({T}: Add {G}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                   | <div><div><div>Green Sun's Zenith</div><div>ⓧ⑥</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><div><div>Green Sun's Zenith</div><div>ⓧ⑥</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> |

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| <div><div><div>Green Sun's Zenith</div><div>XG</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><div><div>Gruul Turf</div></div><div>Land</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><div><div>Gruul Turf</div></div><div>Land</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><div><div>Gruul Turf</div></div><div>Land</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><div><div>Hanweir Battlements</div></div><div>Land</div><div>{T}: Add {C}. {R}, {T}: Target creature gains haste until end of turn. {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><div>Hanweir, the Writhing Township</div></div><div>Legendary Creature -- Eldrazi Ooze</div><div>Trample, haste 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></div></div> | <div><div><div>Lotus Field</div></div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lotus Field</div></div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Lumra, Bellow of the Woods</div><div>4GG</div></div><div>Legendary Creature -- Elemental Bear</div><div>Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.</div><div>*/*</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Mirrorpool

Land

This land enters tapped.  
{T}: Add {C}.  
{2}{C}, {T}, Sacrifice this land:  
Copy target instant or sorcery spell  
you control. You may choose new  
targets for the copy.  
{4}{C}, {T}, Sacrifice this land:  
Create a token that's a copy of  
target creature you control.

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## Otawara, Soaring City

## Legendary Land

{T}: Add {U}.  
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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Primeval Titan

4 G G

Creature -- Giant

Trample  
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.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Primeval Titan

4 G G

Creature -- Giant

Trample  
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.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Primeval Titan

4 G G

Creature -- Giant

Trample  
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.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Primeval Titan

4 G G

Creature -- Giant

**Trample**  
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.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scapeshift

2GG

## Sorcery

Sacrifice any number of lands.  
Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Scapeshift

2GG

Sorcery

Sacrifice any number of lands.  
Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.

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| <p><b>Shifting Woodland</b></p> <hr/> <p>Land</p> <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> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Simic Growth Chamber</b></p> <hr/> <p>Land</p> <hr/> <p>This land enters tapped.<br/> When this land enters, return a land you control to its owner's hand.<br/> {T}: Add {G}{U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                  | <p><b>Simic Growth Chamber</b></p> <hr/> <p>Land</p> <hr/> <p>This land enters tapped.<br/> When this land enters, return a land you control to its owner's hand.<br/> {T}: Add {G}{U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                  | <p><b>Simic Growth Chamber</b></p> <hr/> <p>Land</p> <hr/> <p>This land enters tapped.<br/> When this land enters, return a land you control to its owner's hand.<br/> {T}: Add {G}{U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                  |
| <p><b>Simic Growth Chamber</b></p> <hr/> <p>Land</p> <hr/> <p>This land enters tapped.<br/> When this land enters, return a land you control to its owner's hand.<br/> {T}: Add {G}{U}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p>                                                                                                                                                 | <p><b>Speclunking</b> (2)(6)</p> <hr/> <p>Enchantment</p> <hr/> <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.<br/> Lands you control enter untapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Speclunking</b> (2)(6)</p> <hr/> <p>Enchantment</p> <hr/> <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.<br/> Lands you control enter untapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> | <p><b>Speclunking</b> (2)(6)</p> <hr/> <p>Enchantment</p> <hr/> <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.<br/> Lands you control enter untapped.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</p> |

2 G

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. Lands you control enter untapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

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.

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Land - - Sphere

```
{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{X}, {T}: This land becomes a copy
of target nontoken artifact you
control with mana value X.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land - - Sphere

{T}: Add {C}.  
 {1}, {T}: Add one mana of any color.  
 {X}, {T}: This land becomes a copy  
 of target nontoken artifact you  
 control with mana value X.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.  
{T}: Add {U}.  
Transmute {1}{U}{U} ({1}{U}{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.)

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## Enchantment Land - - Urza's Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)

I -- This Saga gains "{T}: Add {C}."

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.'"

III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.

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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>Valakut, the Molten Pinnacle</div><div>Land</div><div>This land enters tapped. Whenever a Mountain you control enters, if you control at least five other Mountains, you may have this land deal 3 damage to any target.<br/>{T}: Add {R}.</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>Boseiju, Who Endures</div><div>Legendary Land</div><div>{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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Collector Ouphe</div><div>Creature -- Ouphe</div><div>Activated abilities of artifacts can't be activated.</div><div>[sideboard]</div><div>2/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             |

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| <div> Collector Ouphe <div>1G</div> </div> <div> Creature -- Ouphe </div> <div> Activated abilities of artifacts can't be activated. </div> <div> [sideboard] </div> <div> <div>2/2</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                           | <div> Dismember <div>1BPBP</div> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.) </div> <div> Target creature gets -5/-5 until end of turn. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                        | <div> Dismember <div>1BPBP</div> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.) </div> <div> Target creature gets -5/-5 until end of turn. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                        | <div> Dryad of the Ilysian Grove <div>2G</div> </div> <div> Enchantment Creature -- Nymph Dryad </div> <div> You may play an additional land on each of your turns. </div> <div> Lands you control are every basic land type in addition to their other types. </div> <div> [sideboard] </div> <div> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> |
| <div> Dryad of the Ilysian Grove <div>2G</div> </div> <div> Enchantment Creature -- Nymph Dryad </div> <div> You may play an additional land on each of your turns. </div> <div> Lands you control are every basic land type in addition to their other types. </div> <div> [sideboard] </div> <div> <div>2/4</div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Force of Vigor <div>2GG</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. </div> <div> Destroy up to two target artifacts and/or enchantments. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Force of Vigor <div>2GG</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. </div> <div> Destroy up to two target artifacts and/or enchantments. </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> | <div> Forest </div> <div> Basic Land -- Forest </div> <div> ({T}: Add {G}.) </div> <div> [sideboard] </div> <div> <div></div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>                                                                                                                                                                                       |

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| <div> <div>Keen-Eyed Curator</div> <div> <div> <div>G</div> <div>G</div> </div> </div> </div> <div> <div>Creature -- Raccoon Scout</div> <div> <p>As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample.</p> <p>{1}: Exile target card from a graveyard.</p> <p>[sideboard]</p> </div> <div> <div>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Vampires' Vengeance</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Vampires' Vengeance</div> <div> <div>2</div> <div>R</div> </div> </div> <div> <div>Instant</div> <div> <p>Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.")</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div> <p>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell.</p> <p>{1}, {T}, Sacrifice this artifact: Draw a card.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
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