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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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2 G

You may play two additional lands on each of your turns.

1/2

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| <p><b>Azusa, Lost but Seeking</b> ②⑥</p> <p>Legendary Creature -- Human Monk</p> <p>You may play two additional lands on each of your turns.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                               | <p><b>Azusa, Lost but Seeking</b> ②⑥</p> <p>Legendary Creature -- Human Monk</p> <p>You may play two additional lands on each of your turns.</p> <p>1/2</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                                                                                                                                                                               | <p><b>Boros Garrison</b></p> <p>Land</p> <p>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                    | <p><b>Boros Garrison</b></p> <p>Land</p> <p>This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{W}.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p>                                                                                  |
| <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Boseiju, Who Endures</b></p> <p>Legendary Land</p> <p>{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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Castle Garenbrig</b></p> <p>Land</p> <p>This land enters tapped unless you control a Forest. {T}: Add {G}. {2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> | <p><b>Cavern of Souls</b></p> <p>Land</p> <p>As this land enters, choose a creature type. {T}: Add {C}. {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.</p> <p>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</p> |

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| <b>Cultivator Colossus</b> ④⑥⑥⑥<br>Creature -- Plant Beast<br>Trample<br>Cultivator Colossus's power and toughness are each equal to the number of lands you control.<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped. If you do, draw a card and repeat this process.<br><div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dryad of the Ilysian Grove</b> ②⑥<br>Enchantment Creature -- Nymph Dryad<br>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.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dryad of the Ilysian Grove</b> ②⑥<br>Enchantment Creature -- Nymph Dryad<br>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.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Dryad of the Ilysian Grove</b> ②⑥<br>Enchantment Creature -- Nymph Dryad<br>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.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Dryad of the Ilysian Grove</b> ②⑥<br>Enchantment Creature -- Nymph Dryad<br>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.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                  | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                               | <b>Forest</b><br>Basic Land -- Forest<br>({T}: Add {G}.)<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                               | <b>Golgari Rot Farm</b><br>Land<br>This land enters tapped.<br>When this land enters, return a land you control to its owner's hand.<br>{T}: Add {B}{G}.<br><div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                               |

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| <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Karn, the Great Creator 4</div> <div>Legendary Planeswalker -- Karn</div> <div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p> <p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Karn, the Great Creator 4</div> <div>Legendary Planeswalker -- Karn</div> <div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p> <p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div>Karn, the Great Creator 4</div> <div>Legendary Planeswalker -- Karn</div> <div> <p>Activated abilities of artifacts your opponents control can't be activated.</p> <p>[+1]: Until your next turn, up to one target noncreature artifact becomes an artifact creature with power and toughness each equal to its mana value.</p> <p>[-2]: You may reveal an artifact card you own from outside the game or choose a face-up artifact card you own in exile. Put that card into your hand.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div>Kessig Wolf Run</div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{X}{R}{G}, {T}: Target creature gets +X/+0 and gains trample until end of turn.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                  | <div>Primeval Titan 4GG</div> <div>Creature -- Giant</div> <div> <p>Trample</p> <p>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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                        | <div>Primeval Titan 4GG</div> <div>Creature -- Giant</div> <div> <p>Trample</p> <p>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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                        |

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| <div><div>Primeval Titan</div><div><div>4</div><div>G</div><div>G</div></div><div>Creature -- Giant</div><div>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.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div><div>4</div><div>G</div><div>G</div></div><div>Creature -- Giant</div><div>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.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Selesnya Sanctuary</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>   | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                             | <div><div>Simic Growth Chamber</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Slayers' Stronghold</div><div>Land</div><div>{T}: Add {C}.<br/>{R}{W}, {T}: Target creature gets +2/+0 and gains vigilance and haste until end of turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               |

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| <div> <div>Springheart Nantuko</div> <div> <div>1</div> <div>G</div> </div> </div> <div> <div>Enchantment Creature -- Insect Monk</div> <div> <div>Bestow {1}{G}</div> <div>Enchanted creature gets +1/+1.</div> <div>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> <div> <div>1/1</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> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</div> <div>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</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> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</div> <div>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</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> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</div> <div>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</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> <div>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.</div> <div>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                    | <div> <div>Sunhome, Fortress of the Legion</div> <div> <div>0</div> </div> </div> <div> <div>Land</div> <div> <div>{T}: Add {C}.</div> <div>{2}{R}{W}, {T}: Target creature gains double strike until end of turn.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                    | <div> <div>The Mycosynth Gardens</div> <div> <div>0</div> </div> </div> <div> <div>Land -- Sphere</div> <div> <div>{T}: Add {C}.</div> <div>{1}, {T}: Add one mana of any color.</div> <div>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>             | <div> <div>The One Ring</div> <div> <div>4</div> </div> </div> <div> <div>Legendary Artifact</div> <div> <div>Indestructible</div> <div>When The One Ring enters, if you cast it, you gain protection from everything until your next turn.</div> <div>At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.</div> <div>{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |

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| <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>The One Ring</div> <div>4</div> </div> <div> <div>Legendary Artifact</div> <div> Indestructible<br/> When The One Ring enters, if you cast it, you gain protection from everything until your next turn.<br/> At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.<br/> {T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                     | <div> <div>Thespian's Stage</div> <div></div> </div> <div> <div>Land</div> <div> {T}: Add {C}.<br/> {2}, {T}: This land becomes a copy of target land, except it has this ability. </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                               |
| <div> <div>Tolaria West</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             | <div> <div>Tolaria West</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                             | <div> <div>Urza's Saga</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Urza's Saga</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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div> <b>Urza's Saga</b> </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>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Valakut, the Molten Pinnacle</b> </div> <div>           Land         </div> <div> <p>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. {T}: Add {R}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                               | <div> <b>Valakut, the Molten Pinnacle</b> </div> <div>           Land         </div> <div> <p>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. {T}: Add {R}.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Vesuva</b> </div> <div>           Land         </div> <div> <p>You may have this land enter tapped as a copy of any land on the battlefield.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                               |
| <div> <b>Bojuka Bog</b> </div> <div>           Land         </div> <div> <p>This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                                                                                                                                                                                                                                                                           | <div> <b>Conduit of Worlds</b> ②⑥⑥         </div> <div>           Artifact         </div> <div> <p>You may play lands from your graveyard. {T}: Choose target nonland permanent card in your graveyard. If you haven't cast a spell this turn, you may cast that card. If you do, you can't cast additional spells this turn. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Defense Grid</b> ②         </div> <div>           Artifact         </div> <div> <p>Each spell costs {3} more to cast except during its controller's turn.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                                                          | <div> <b>Endurance</b> ①⑥⑥         </div> <div>           Creature -- Elemental Incarnation         </div> <div> <p>Flash<br/>Reach</p> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>3/4</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |

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| <div> <div>Endurance</div> <div> <div>1</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Creature -- Elemental Incarnation</div> <div>Flash</div> <div>Reach</div> <div>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.</div> <div>[sideboard]</div> <div> <div>3/4</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Ensnaring Bridge</div> <div> <div>3</div> </div> </div> <div> <div>Artifact</div> <div>Creatures with power greater than the number of cards in your hand can't attack.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                 | <div> <div>Expedition Map</div> <div> <div>1</div> </div> </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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                            | <div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |
| <div> <div>Force of Vigor</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div> <div>Instant</div> <div>If it's not your turn, you may exile a green card from your hand rather than pay this spell's mana cost. Destroy up to two target artifacts and/or enchantments.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                          | <div> <div>Grafdigger's Cage</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Karn's Sylex</div> <div> <div>3</div> </div> </div> <div> <div>Legendary Artifact</div> <div>Karn's Sylex enters tapped. Players can't pay life to cast spells or to activate abilities that aren't mana abilities. {X}, {T}, Exile Karn's Sylex: Destroy each nonland permanent with mana value X or less. Activate only as a sorcery.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Pithing Needle</div> <div> <div>1</div> </div> </div> <div> <div>Artifact</div> <div>As this artifact enters, choose a card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                        |

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| <div> <div>Shadowspear<span>①</span></div> <div> <div>Legendary Artifact -- Equipment</div> <div> <p>Equipped creature gets +1/+1 and has trample and lifelink.</p> <p>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.</p> <p>Equip {2}</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Soulless Jailer<span>②</span></div> <div> <div>Artifact Creature -- Phyrexian Golem</div> <div> <p>Permanent cards in graveyards can't enter the battlefield.</p> <p>Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> </div> </div> <div> <div>0/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>The Stone Brain<span>②</span></div> <div> <div>Legendary Artifact</div> <div> <p>{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.</p> <p>[sideboard]</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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