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| <div>Aftermath Analyst<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> | <div>Amulet of Vigor<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>                                                                             | <div>Amulet of Vigor<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>                                                                             | <div>Amulet of Vigor<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>                                                                             |
| <div>Amulet of Vigor<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>                                                                                                                                                                                               | <div>Arboreal Grazer<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> | <div>Arboreal Grazer<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> | <div>Arboreal Grazer<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> |

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| <div>Boseiju, Who Endures</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Boseiju, Who Endures</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Boseiju, Who Endures</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Crumbling Vestige</div> <div>Land</div> <div>This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                       |
| <div>Crumbling Vestige</div> <div>Land</div> <div>This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                              | <div>Crumbling Vestige</div> <div>Land</div> <div>This land enters tapped. When this land enters, add one mana of any color. {T}: Add {C}. ({C} represents colorless mana.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                              | <div>Cultivator Colossus ④⑥⑥⑥</div> <div>Creature -- Plant Beast</div> <div>Trample<br/>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                      | <div>Dryad of the Ilysian Grove ②⑥</div> <div>Enchantment Creature -- Nymph Dryad</div> <div>You may play an additional land on each of your turns. Lands you control are every basic land type in addition to their other types.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div><div><div>Echoing Deeps</div><div>Land -- Cave</div><div>You may have this land enter tapped as a copy of any land card in a graveyard, except it's a Cave in addition to its other types.<br/>{T}: Add {C}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Explore</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Explore</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Explore</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                             |
| <div><div><div>Explore</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                    | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><div>Forest</div><div>Basic Land -- Forest</div><div>( {T}: Add {G}.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                | <div><div><div>Gruul Turf</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 {R}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Gruul Turf</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {R}{G}.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>            | <div><div><div>Gruul Turf</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {R}{G}.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                          | <div><div><div>Hanweir Battlements</div><div>Land</div><div><p>{T}: Add {C}.</p><p>{R}, {T}: Target creature gains haste until end of turn.</p><p>{3}{R}{R}, {T}: If you both own and control this land and a creature named Hanweir Garrison, exile them, then meld them into Hanweir, the Writhing Township.</p></div></div><div><div>----- OTHER FACE -----</div><div><div>Hanweir, the Writhing Township</div><div>Legendary Creature -- Eldrazi Ooze</div><div><p>Trample, haste</p><p>Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking.</p></div><div>7/4</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Lotus Field</div><div>Land</div><div><p>Hexproof</p><p>This land enters tapped.</p><p>When this land enters, sacrifice two lands.</p><p>{T}: Add three mana of any one color.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |
| <div><div><div>Lotus Field</div><div>Land</div><div><p>Hexproof</p><p>This land enters tapped.</p><p>When this land enters, sacrifice two lands.</p><p>{T}: Add three mana of any one color.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mirrorpool</div><div>Land</div><div><p>This land enters tapped.</p><p>{T}: Add {C}.</p><p>{2}{C}, {T}, Sacrifice this land: Copy target instant or sorcery spell you control. You may choose new targets for the copy.</p><p>{4}{C}, {T}, Sacrifice this land: Create a token that's a copy of target creature you control.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                        | <div><div><div>Primeval Titan</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>6/6</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Primeval Titan</b> (4)(G)(G)<br><hr/> Creature -- Giant<br><hr/> 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.<br><div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Primeval Titan</b> (4)(G)(G)<br><hr/> Creature -- Giant<br><hr/> 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.<br><div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Primeval Titan</b> (4)(G)(G)<br><hr/> Creature -- Giant<br><hr/> 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.<br><div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                                        | <b>Scapeshift</b> (2)(G)(G)<br><hr/> Sorcery<br><hr/> Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> |
| <b>Scapeshift</b> (2)(G)(G)<br><hr/> Sorcery<br><hr/> Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                      | <b>Scapeshift</b> (2)(G)(G)<br><hr/> Sorcery<br><hr/> Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                                                      | <b>Shifting Woodland</b><br><hr/> Land<br><hr/> 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.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div> | <b>Simic Growth Chamber</b><br><hr/> Land<br><hr/> This land enters tapped. When this land enters, return a land you control to its owner's hand.<br>{T}: Add {G}{U}.<br><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev</div>                        |

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| <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, return a land you control to its owner's hand.</p><p>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                           | <div><div>Spelunking26</div><div>Enchantment</div><div><p>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.</p><p>Lands you control enter untapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                         |
| <div><div>Spelunking26</div><div>Enchantment</div><div><p>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.</p><p>Lands you control enter untapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spelunking26</div><div>Enchantment</div><div><p>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.</p><p>Lands you control enter untapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spelunking26</div><div>Enchantment</div><div><p>When this enchantment enters, draw a card, then you may put a land card from your hand onto the battlefield. If you put a Cave onto the battlefield this way, you gain 4 life.</p><p>Lands you control enter untapped.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Springheart Nantuko16</div><div>Enchantment Creature -- Insect Monk</div><div><p>Bestow {1}{G}</p><p>Enchanted creature gets +1/+1.</p><p>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.</p></div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Summoner's Pact</div> <div>Instant</div> <div> <p>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.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Summoner's Pact</div> <div>Instant</div> <div> <p>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.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                       | <div> <div>The Mycosynth Gardens</div> <div>Land -- Sphere</div> <div> <p>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{X}, {T}: This land becomes a copy of target nontoken artifact you control with mana value X.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                      | <div> <div>Tolaria West</div> <div>Land</div> <div> <p>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.)</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                |
| <div> <div>Urza's Cave</div> <div>Land -- Urza's Cave</div> <div> <p>{T}: Add {C}.<br/>{3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                      | <div> <div>Urza's Saga</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.)<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.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Urza's Saga</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.)<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.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div> <div>Urza's Saga</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.)<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.</p> </div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

Playtest cards - Silva, Ben hur - Modern (2º Torneio - 12ª Liga Arena Guardians)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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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>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>Windswept Heath</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</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>Collector Ouphe</b> <div> <div>1</div> <div>6</div> </div> </div> <div>           Creature -- Ouphe         </div> <div> <p>Activated abilities of artifacts can't be activated.</p> <p>[sideboard]</p> </div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div>                                                    | <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>           Instant         </div> <div> <p>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> | <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>           Instant         </div> <div> <p>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev         </div> |

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| <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div>Instant</div> <div> <p>{B/P} can be paid with either {B} or 2 life.)</p> <p>Target creature gets -5/-5 until end of turn.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                 | <div> <b>Force of Vigor</b> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                 | <div> <b>Force of Vigor</b> <div> <div>2</div> <div>G</div> <div>G</div> </div> </div> <div>Instant</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          | <div> <b>Green Sun's Zenith</b> <div> <div>X</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                           |
| <div> <b>Green Sun's Zenith</b> <div> <div>X</div> <div>G</div> </div> </div> <div>Sorcery</div> <div> <p>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.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Hexdrinker</b> <div> <div>G</div> </div> </div> <div>Creature -- Snake</div> <div> <p>Level up {1} ({1}: Put a level counter on this. Level up only as a sorcery.)</p> <p>LEVEL 3-7</p> <p>4/4</p> <p>Protection from instants</p> <p>LEVEL 8+</p> <p>6/6</p> <p>Protection from everything</p> <p>[sideboard]</p> <div>2/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Keen-Eyed Curator</b> <div> <div>G</div> <div>G</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>3/3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Otawara, Soaring City</b> </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> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

① R

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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