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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Reach
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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<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Boseiju, Who Endures </div> <div> Legendary Land </div> <div> <p>{T}: Add {G}.</p> <p>Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Crumbling Vestige </div> <div> Land </div> <div> <p>This land enters tapped.</p> <p>When this land enters, add one mana of any color.</p> <p>{T}: Add {C}. ({C} represents colorless mana.)</p> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> Cultivator Colossus <div> 4GGG </div> </div> <div> Creature -- Plant Beast </div> <div> <p>Trample</p> <p>Cultivator Colossus's power and toughness are each equal to the number of lands you control.</p> <p>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.</p> </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> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </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> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </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> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </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> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </div> <div> <div> 2/4 </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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. {T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}): Add {G} .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}): Add {G} .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>({T}): Add {G} .)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
<div><div>Golgari Rot Farm</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 {B}{G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Gruul Turf</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>Gruul Turf</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>Gruul Turf</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>Gruul Turf</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 PLAY botbox.dev</div>	<div>Hanweir Battlements</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>Hanweir, the Writhing Township</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 PLAY botbox.dev</div>	<div>Malevolent Rumble 16</div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>	<div>Malevolent Rumble 16</div> <div>Sorcery</div> <div>Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>
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Legendary Land

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothbox.dev

Land

This land enters tapped unless you control a Forest.
{T}: Add {G}.
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.

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This land enters tapped unless you control a Forest.
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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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY bothox.dev

Land

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This land enters tapped.
When this land enters, return a land
you control to its owner's hand.
{T}: Add {G}{U}.
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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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></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.</p><p>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>
<div><div>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.</p><p>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>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.</p><p>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>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.</p><p>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>	<div><div>The Mycosynth Gardens</div><div>Land -- Sphere</div><div><p>{T}: Add {C}.</p><p>{1}, {T}: Add one mana of any color.</p><p>{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 PLAY</div><div>botbox.dev</div></div></div>

<div> <div>The Mycosynth Gardens</div> <div>Land -- Sphere</div> <div> { 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 . </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>The One Ring</div> <div> <div>4</div> <div> <div>Legendary Artifact</div> <div> Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn . At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring . { 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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>The One Ring</div> <div> <div>4</div> <div> <div>Legendary Artifact</div> <div> Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn . At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring . { 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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>The One Ring</div> <div> <div>4</div> <div> <div>Legendary Artifact</div> <div> Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn . At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring . { 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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>
<div> <div>The One Ring</div> <div> <div>4</div> <div> <div>Legendary Artifact</div> <div> Indestructible When The One Ring enters, if you cast it, you gain protection from everything until your next turn . At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring . { 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> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div>	<div> <div>Tolaria West</div> <div>Land</div> <div> This land enters tapped . { T } : Add { U } . 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> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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 .) 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 . </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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 .) 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 . </div> </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </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.) 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.</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.) 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.</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. {T}: Add {R}.</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. {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. {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}. 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>Defense Grid</div><div>Artifact</div><div>Each spell costs {3} more to cast except during its controller's turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div> <div>Defense Grid2</div> <div>Artifact</div> <div>Each spell costs {3} more to cast except during its controller's turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dismember1BPBP</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dismember1BPBP</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Dismember1BPBP</div> <div>Instant</div> <div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>
<div> <div>Endurance1GGG</div> <div>Creature -- Elemental Incarnation</div> <div>Flash Reach 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>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Firespout2R/G</div> <div>Sorcery</div> <div>Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell. (Do both if {R}{G} was spent.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Firespout2R/G</div> <div>Sorcery</div> <div>Firespout deals 3 damage to each creature without flying if {R} was spent to cast this spell and 3 damage to each creature with flying if {G} was spent to cast this spell. (Do both if {R}{G} was spent.)</div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>	<div> <div>Force of Vigor2GGG</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>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> <div>Grafdigger's Cage</div> <div> <div>1</div> </div> </div> <div>Artifact</div> <div> <p>Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Soulless Jailer</div> <div> <div>2</div> </div> </div> <div>Artifact Creature -- Phyrexian Golem</div> <div> <p>Permanent cards in graveyards can't enter the battlefield. Players can't cast noncreature spells from graveyards or exile.</p> <p>[sideboard]</p> </div> <div> <div>0/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>	<div> <div>Spelunking</div> <div> <div>2</div> <div>6</div> </div> </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. Lands you control enter untapped.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>
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