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| <b>Aftermath Analyst</b> ①⑥<br>Creature -- Elf Detective<br>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.<br><div>1/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Amulet of Vigor</b> ①<br>Artifact<br>Whenever a permanent you control enters tapped, untap it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Amulet of Vigor</b> ①<br>Artifact<br>Whenever a permanent you control enters tapped, untap it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             | <b>Amulet of Vigor</b> ①<br>Artifact<br>Whenever a permanent you control enters tapped, untap it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                             |
| <b>Amulet of Vigor</b> ①<br>Artifact<br>Whenever a permanent you control enters tapped, untap it.<br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                               | <b>Arboreal Grazer</b> ⑥<br>Creature -- Sloth Beast<br>Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Arboreal Grazer</b> ⑥<br>Creature -- Sloth Beast<br>Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Arboreal Grazer</b> ⑥<br>Creature -- Sloth Beast<br>Reach<br>When this creature enters, you may put a land card from your hand onto the battlefield tapped.<br><div>0/3</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |

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| <div>Arboreal Grazer</div> <div>6</div> <div>Creature -- Sloth Beast</div> <div>Reach</div> <div>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>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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev</div>                                                                                                                                                                                                                              |

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| <div><div>Cultivator Colossus (4)(G)(G)(G)</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.<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.</div><div><div>*/*</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Echoing Deep</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>Expedition Map (1)</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>Explore (1)(G)</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Explore (1)(G)</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                            | <div><div>Explore (1)(G)</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            | <div><div>Explore (1)(G)</div><div>Sorcery</div><div>You may play an additional land this turn.<br/>Draw a card.</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>                                        |

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| <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>Hanweir Battlements</div><div>Land</div><div>{T}: Add {C}.</div><div>{R}, {T}: Target creature gains haste until end of turn.</div><div>{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>Hanweir, the Writhing Township</div><div>Legendary Creature -- Eldrazi Ooze</div><div>Trample, haste</div><div>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>Lotus Field</div><div>Land</div><div>Hexproof</div><div>This land enters tapped.</div><div>When this land enters, sacrifice two lands.</div><div>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                 |
| <div><div>Lotus Field</div><div>Land</div><div>Hexproof</div><div>This land enters tapped.</div><div>When this land enters, sacrifice two lands.</div><div>{T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mirrorpool</div><div>Land</div><div>This land enters tapped.</div><div>{T}: Add {C}.</div><div>{2}{C}, {T}, Sacrifice this land: Copy target instant or sorcery spell you control. You may choose new targets for the copy.</div><div>{4}{C}, {T}, Sacrifice this land: Create a token that's a copy of target creature you control.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                              | <div><div>Primeval Titan</div><div>466</div><div>Creature -- Giant</div><div>Trample</div><div>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> |

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

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| <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>Shifting Woodland</div> <div>Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>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>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>Speelunking</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                      | <div>Speelunking</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Speelunking</div> <div>Enchantment</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

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| <div> <b>Spelunking</b> <div> <div>2</div> <div>6</div> </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.</p> <p>Lands you control enter untapped.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Summoner's Pact</b> <div> <div>0</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                    | <div> <b>Summoner's Pact</b> <div> <div>0</div> </div> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>The Mycosynth Gardens</b> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                         |
| <div> <b>The Mycosynth Gardens</b> </div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                   | <div> <b>Tolaria West</b> </div> <div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {U}.</p> <p>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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Urza's Cave</b> </div> <div> <div>Land -- Urza's Cave</div> <div> <p>{T}: Add {C}.</p> <p>{3}, {T}, Sacrifice this land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                             | <div> <b>Urza's Saga</b> </div> <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> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <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>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>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>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>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>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>Collector Ouphe</div> <div>①⑥</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>Collector Ouphe</div> <div>①⑥</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> |

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| <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Target creature gets -5/-5 until end of turn. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                    | <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Target creature gets -5/-5 until end of turn. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                    | <div> <b>Dismember</b> <div> <div>1</div> <div>BP</div> <div>BP</div> </div> </div> <div> Instant </div> <div> ({B/P} can be paid with either {B} or 2 life.)<br/> Target creature gets -5/-5 until end of turn. </div> <div> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                  | <div> <b>Dryad of the Ilysian Grove</b> <div> <div>2</div> <div>G</div> </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> <div>[sideboard]</div> </div> <div> <div>2/4</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <b>Elesh Norn, Mother of Machines</b> <div> <div>4</div> <div>W</div> </div> </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Vigilance<br/> If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/> Permanents entering don't cause abilities of permanents your opponents control to trigger. </div> <div> <div>[sideboard]</div> </div> <div> <div>4/7</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Elesh Norn, Mother of Machines</b> <div> <div>4</div> <div>W</div> </div> </div> <div> Legendary Creature -- Phyrexian Praetor </div> <div> Vigilance<br/> If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time.<br/> Permanents entering don't cause abilities of permanents your opponents control to trigger. </div> <div> <div>[sideboard]</div> </div> <div> <div>4/7</div> </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> 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> <div>[sideboard]</div> </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> 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> <div>[sideboard]</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                  |

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| <div>Otawara, Soaring City</div> <div>Legendary Land</div> <div>         {T}: Add {U}.<br/>         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.       </div> <div>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Six</div> <div> <div>26</div> <div>Legendary Creature -- Treefolk</div> </div> <div>         Reach<br/>         Whenever Six attacks, mill three cards. You may put a land card from among them into your hand. During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)       </div> <div>[sideboard]</div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Valakut, the Molten Pinnacle</div> <div>Land</div> <div>         This land enters tapped.<br/>         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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |  |
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