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| <div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aether Hub</div><div>Land</div><div>When this land enters, you get {E} (an energy counter).<br/>{T}: Add {C}.<br/>{T}, Pay {E}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aethersphere Harvester ③</div><div>Artifact -- Vehicle</div><div>Flying<br/>When this Vehicle enters, you get {E}{E} (two energy counters).<br/>Pay {E}: This Vehicle gains lifelink until end of turn.<br/>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Aethersphere Harvester ③</div><div>Artifact -- Vehicle</div><div>Flying<br/>When this Vehicle enters, you get {E}{E} (two energy counters).<br/>Pay {E}: This Vehicle gains lifelink until end of turn.<br/>Crew 1 (Tap any number of creatures you control with total power 1 or more: This Vehicle becomes an artifact creature until end of turn.)</div><div>3/5</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            | <div><div>Botanical Sanctum</div><div>Land</div><div>This land enters tapped unless you control two or fewer other lands.<br/>{T}: Add {G} or {U}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                            |

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| <div> <div>Bristling Hydra</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Hydra</div> <div> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Put a +1/+1 counter on this creature. It gains hexproof until end of turn.</p> </div> <div> <div>4/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                     | <div> <div>Bristling Hydra</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Hydra</div> <div> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Put a +1/+1 counter on this creature. It gains hexproof until end of turn.</p> </div> <div> <div>4/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                     | <div> <div>Bristling Hydra</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Hydra</div> <div> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Put a +1/+1 counter on this creature. It gains hexproof until end of turn.</p> </div> <div> <div>4/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                     | <div> <div>Bristling Hydra</div> <div> <div>2</div> <div>6</div> <div>6</div> </div> </div> <div>Creature -- Hydra</div> <div> <p>When this creature enters, you get {E}{E}{E} (three energy counters). Pay {E}{E}{E}: Put a +1/+1 counter on this creature. It gains hexproof until end of turn.</p> </div> <div> <div>4/3</div> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                     |
| <div> <div>Commit</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Put target spell or nonland permanent into its owner's library second from the top.</p> </div> <div> <div>----- AFTERMATH HALF -----</div> </div> <div> <div>Memory</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Aftermath (Cast this spell only from your graveyard. Then exile it.) Each player shuffles their hand and graveyard into their library, then draws seven cards.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Commit</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Put target spell or nonland permanent into its owner's library second from the top.</p> </div> <div> <div>----- AFTERMATH HALF -----</div> </div> <div> <div>Memory</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Aftermath (Cast this spell only from your graveyard. Then exile it.) Each player shuffles their hand and graveyard into their library, then draws seven cards.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Commit</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Put target spell or nonland permanent into its owner's library second from the top.</p> </div> <div> <div>----- AFTERMATH HALF -----</div> </div> <div> <div>Memory</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Aftermath (Cast this spell only from your graveyard. Then exile it.) Each player shuffles their hand and graveyard into their library, then draws seven cards.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div> <div>Commit</div> <div> <div>3</div> <div>U</div> </div> </div> <div>Instant</div> <div> <p>Put target spell or nonland permanent into its owner's library second from the top.</p> </div> <div> <div>----- AFTERMATH HALF -----</div> </div> <div> <div>Memory</div> <div> <div>4</div> <div>U</div> <div>U</div> </div> </div> <div>Sorcery</div> <div> <p>Aftermath (Cast this spell only from your graveyard. Then exile it.) Each player shuffles their hand and graveyard into their library, then draws seven cards.</p> </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |

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| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Forest</div> <div>Basic Land -- Forest</div> <div>({T}: Add {G}.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## Forest

Basic Land -- Forest

$$(\{T\}: \text{Add } \{G\}.)$$

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## Greenbelt Rampager

Creature -- Elephant

When this creature enters, pay {E}{E} (two energy counters). If you can't, return this creature to its owner's hand and you get {E}.

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When this creature enters, pay {E}{E} (two energy counters). If you can't, return this creature to its owner's hand and you get {E}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elephant

When this creature enters, pay {E}{E} (two energy counters). If you can't, return this creature to its owner's hand and you get {E}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hashp Oasis

Land - - Desert

{T}: Add {C}.  
 {T}, Pay 1 life: Add {G}.  
 {1}{G}{G}, {T}, Sacrifice a Desert:  
 Target creature gets +3/+3 until end  
 of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Hashep Oasis

Land - - Desert

{T}: Add {C}.  
 {T}, Pay 1 life: Add {G}.  
 {1}{G}{G}, {T}, Sacrifice a Desert:  
 Target creature gets +3/+3 until end  
 of turn. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Heart of Kiran

Legendary Artifact -- Vehicle

Flying, vigilance  
Crew 3 (Tap any number of creatures you control with total power 3 or more: This Vehicle becomes an artifact creature until end of turn.)  
You may remove a loyalty counter from a planeswalker you control rather than pay Heart of Kiran's crew cost.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev

## Heart of Kiran

Legendary Artifact -- Vehicle

Flying, vigilance  
Crew 3 (Tap any number of creatures  
you control with total power 3 or  
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You may remove a loyalty counter  
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crew cost.

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| <div><div><div>Hinterland Harbor</div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hinterland Harbor</div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hinterland Harbor</div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Hinterland Harbor</div><div>Land</div><div>This land enters tapped unless you control a Forest or an Island.<br/>{T}: Add {G} or {U}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><div>Island</div><div>Basic Land -- Island</div><div>( {T}: Add {U}. )</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div><div>Llanowar Elves</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  | <div><div><div>Llanowar Elves</div><div>Creature -- Elf Druid</div><div>{T}: Add {G}.</div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                  |

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| <div> <div>Llanowar Elves</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                   | <div> <div>Llanowar Elves</div> <div> <div> <div>6</div> </div> </div> </div> <div> <div>Creature -- Elf Druid</div> <div>{T}: Add {G}.</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                   | <div> <div>Longtusk Cub</div> <div> <div> <div>16</div> </div> </div> </div> <div> <div>Creature -- Cat</div> <div> Whenever this creature deals combat damage to a player, you get {E}{E} (two energy counters).<br/> Pay {E}{E}: Put a +1/+1 counter on this creature. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                        | <div> <div>Longtusk Cub</div> <div> <div> <div>16</div> </div> </div> </div> <div> <div>Creature -- Cat</div> <div> Whenever this creature deals combat damage to a player, you get {E}{E} (two energy counters).<br/> Pay {E}{E}: Put a +1/+1 counter on this creature. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div>                                                                                                                                                                        |
| <div> <div>Longtusk Cub</div> <div> <div> <div>16</div> </div> </div> </div> <div> <div>Creature -- Cat</div> <div> Whenever this creature deals combat damage to a player, you get {E}{E} (two energy counters).<br/> Pay {E}{E}: Put a +1/+1 counter on this creature. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Longtusk Cub</div> <div> <div> <div>16</div> </div> </div> </div> <div> <div>Creature -- Cat</div> <div> Whenever this creature deals combat damage to a player, you get {E}{E} (two energy counters).<br/> Pay {E}{E}: Put a +1/+1 counter on this creature. </div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Nissa, Vital Force</div> <div> <div> <div>366</div> </div> </div> </div> <div> <div>Legendary Planeswalker -- Nissa</div> <div> [+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.<br/> [-3]: Return target permanent card from your graveyard to your hand.<br/> [-6]: You get an emblem with "Whenever a land you control enters, you may draw a card." </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> | <div> <div>Nissa, Vital Force</div> <div> <div> <div>366</div> </div> </div> </div> <div> <div>Legendary Planeswalker -- Nissa</div> <div> [+1]: Untap target land you control. Until your next turn, it becomes a 5/5 Elemental creature with haste. It's still a land.<br/> [-3]: Return target permanent card from your graveyard to your hand.<br/> [-6]: You get an emblem with "Whenever a land you control enters, you may draw a card." </div> <div>L 5</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> |

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| <b>Rhonas the Indomitable ②⑥</b><br>Legendary Creature -- God<br>Deathtouch, indestructible<br>Rhonas can't attack or block unless you control another creature with power 4 or greater.<br>{2}{G}: Another target creature gets +2/+0 and gains trample until end of turn.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Rhonas the Indomitable ②⑥</b><br>Legendary Creature -- God<br>Deathtouch, indestructible<br>Rhonas can't attack or block unless you control another creature with power 4 or greater.<br>{2}{G}: Another target creature gets +2/+0 and gains trample until end of turn.<br><div>5/5</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Servant of the Conduit ①⑥</b><br>Creature -- Elf Druid<br>When this creature enters, you get {E}{E} (two energy counters).<br>{T}, Pay {E}: Add one mana of any color.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev | <b>Servant of the Conduit ①⑥</b><br>Creature -- Elf Druid<br>When this creature enters, you get {E}{E} (two energy counters).<br>{T}, Pay {E}: Add one mana of any color.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev |
| <b>Servant of the Conduit ①⑥</b><br>Creature -- Elf Druid<br>When this creature enters, you get {E}{E} (two energy counters).<br>{T}, Pay {E}: Add one mana of any color.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                   | <b>Servant of the Conduit ①⑥</b><br>Creature -- Elf Druid<br>When this creature enters, you get {E}{E} (two energy counters).<br>{T}, Pay {E}: Add one mana of any color.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                                                                                   | <b>Steel Leaf Champion ⑥⑥⑥</b><br>Creature -- Elf Knight<br>This creature can't be blocked by creatures with power 2 or less.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                             | <b>Steel Leaf Champion ⑥⑥⑥</b><br>Creature -- Elf Knight<br>This creature can't be blocked by creatures with power 2 or less.<br><div>5/4</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY    botbox.dev                                             |

Playtest cards - Clarent - Standard (Standard League)

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><div><div>Steel Leaf Champion</div><div><div>G</div><div>G</div><div>G</div></div></div><div><div>Creature -- Elf Knight</div><div>This creature can't be blocked by creatures with power 2 or less.</div><div><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                         | <div><div><div>Steel Leaf Champion</div><div><div>G</div><div>G</div><div>G</div></div></div><div><div>Creature -- Elf Knight</div><div>This creature can't be blocked by creatures with power 2 or less.</div><div><div>5/4</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                         | <div><div><div>Walking Ballista</div><div><div>X</div><div>X</div></div></div><div><div>Artifact Creature -- Construct</div><div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div><div><div>0/0</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                    | <div><div><div>Walking Ballista</div><div><div>X</div><div>X</div></div></div><div><div>Artifact Creature -- Construct</div><div>This creature enters with X +1/+1 counters on it.<br/>{4}: Put a +1/+1 counter on this creature.<br/>Remove a +1/+1 counter from this creature: It deals 1 damage to any target.</div><div><div>0/0</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div>                                                                    |
| <div><div><div>Blossoming Defense</div><div><div>G</div></div></div><div><div>Instant</div><div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Blossoming Defense</div><div><div>G</div></div></div><div><div>Instant</div><div>Target creature you control gets +2/+2 and gains hexproof until end of turn. (It can't be the target of spells or abilities your opponents control.)</div><div>[sideboard]</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Deathgorge Scavenger</div><div><div>2</div><div>G</div></div></div><div><div>Creature -- Dinosaur</div><div>Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.</div><div>[sideboard]</div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> | <div><div><div>Deathgorge Scavenger</div><div><div>2</div><div>G</div></div></div><div><div>Creature -- Dinosaur</div><div>Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.</div><div>[sideboard]</div><div><div>3/2</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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| <div><div>Deathgorge Scavenger ②⑥</div><div>Creature -- Dinosaur</div><div>Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Deathgorge Scavenger ②⑥</div><div>Creature -- Dinosaur</div><div>Whenever this creature enters or attacks, you may exile target card from a graveyard. If a creature card is exiled this way, you gain 2 life. If a noncreature card is exiled this way, this creature gets +1/+1 until end of turn.</div><div>[sideboard]</div><div>3/2</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lifecrafter's Bestiary ③</div><div>Artifact</div><div>At the beginning of your upkeep, scry 1. Whenever you cast a creature spell, you may pay {G}. If you do, draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Lifecrafter's Bestiary ③</div><div>Artifact</div><div>At the beginning of your upkeep, scry 1. Whenever you cast a creature spell, you may pay {G}. If you do, draw a card.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Negate ①U</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                            | <div><div>Negate ①U</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                            | <div><div>Negate ①U</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     | <div><div>Negate ①U</div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                     |

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| <div> <div> Nissa, Steward of Elements XGU </div> <div> Legendary Planeswalker -- Nissa </div> <div> <div> <div>[+2]: Scry 2.</div> <div>[0]: Look at the top card of your library. If it's a land card or a creature card with mana value less than or equal to the number of loyalty counters on Nissa, you may put that card onto the battlefield.</div> <div>[-6]: Untap up to two target lands you control. They become 5/5 Elemental creatures with flying and haste until end of turn. They're still lands.</div> </div> <div> <div>[sideboard]</div> <div> <div>LX</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> </div> | <div> <div> Nissa, Steward of Elements XGU </div> <div> Legendary Planeswalker -- Nissa </div> <div> <div> <div>[+2]: Scry 2.</div> <div>[0]: Look at the top card of your library. If it's a land card or a creature card with mana value less than or equal to the number of loyalty counters on Nissa, you may put that card onto the battlefield.</div> <div>[-6]: Untap up to two target lands you control. They become 5/5 Elemental creatures with flying and haste until end of turn. They're still lands.</div> </div> <div> <div>[sideboard]</div> <div> <div>LX</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> </div> | <div> <div> Sorcerous Spyglass 2 </div> <div> Artifact </div> <div> <div> As this artifact enters, look at an opponent's hand, then choose any card name. Activated abilities of sources with the chosen name can't be activated unless they're mana abilities. </div> <div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> </div> </div> </div> </div> |
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