

Aftermath Analyst 16 Creature -- Elf Detective When this creature enters, mill three cards. (Put the top three cards of your library into your graveyard.) {3}{G}, Sacrifice this creature: Return all land cards from your graveyard to the battlefield tapped. 1/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Amulet of Vigor 1 Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Amulet of Vigor 1 Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Amulet of Vigor 1 Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Amulet of Vigor 1 Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Arboreal Grazer 6 Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Arboreal Grazer ⑥ Creature -- Sloth Beast Reach When this creature enters, you may put a land card from your hand onto the battlefield tapped. 0/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Azusa, Lost but Seeking ②⑥ Legendary Creature -- Human Monk You may play two additional lands on each of your turns. 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Boseiju, Who Endures Legendary Land {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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
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Cultivator Colossus (4)(G)(G)(G) Creature -- Plant Beast Trample 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. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echoing Deepes Land -- Cave 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}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Expedition Map (1) Artifact {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Explore (1)(G) Sorcery You may play an additional land this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Gruul Turf Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {R}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Hanweir Battlements Land {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. ----- OTHER FACE ----- Hanweir, the Writhing Township Legendary Creature -- Eldrazi Ooze Trample, haste Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking. 7/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lotus Field Land Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Mirrorpool

Land

This land enters tapped.
{T}: Add {C}.
{2}{C}, {T}, Sacrifice this land:
Copy target instant or sorcery spell
you control. You may choose new
targets for the copy.
{4}{C}, {T}, Sacrifice this land:
Create a token that's a copy of
target creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Otawara, Soaring City

Legendary Land

{T}: Add {U}.
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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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.

6/6

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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.

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2GG

Sorcery

Sacrifice any number of lands.
Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle.

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Scapeshift 2GG Sorcery Sacrifice any number of lands. Search your library for up to that many land cards, put them onto the battlefield tapped, then shuffle. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Shifting Woodland 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simic Growth Chamber Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Simic Growth Chamber Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Simic Growth Chamber Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spelunking 2G Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spelunking 2G Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Spelunking 2G Enchantment 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Urza's Saga Enchantment Land -- Urza's Saga (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Urza's Saga Enchantment Land -- Urza's Saga (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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Vesuva Land You may have this land enter tapped as a copy of any land on the battlefield. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Cavern of Souls Land As this land enters, choose a creature type. {T}: Add {C}. {T}: Add one mana of any color. Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collector Ouphe 1G Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Dismember 1BPBP Instant {B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Dismember 1 BP BP Instant ({B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dryad of the Ilysian Grove 2 G Enchantment Creature -- Nymph Dryad 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. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elvish Reclaimer G Creature -- Elf Warrior This creature gets +2/+2 as long as there are three or more land cards in your graveyard. {2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Firespout 2 R/G Sorcery 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.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Insidious Fungus G Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Keen-Eyed Curator G G Creature -- Raccoon Scout As long as there are four or more card types among cards exiled with this creature, it gets +4/+4 and has trample. {1}: Exile target card from a graveyard. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pyroclasm (1)(R) Sorcery Pyroclasm deals 2 damage to each creature. [sideboard]	Six (2)(G) Legendary Creature -- Treefolk Reach 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.) [sideboard]	Valakut, the Molten Pinnacle Land 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}. [sideboard]	Vampires' Vengeance (2)(R) Instant Vampires' Vengeance deals 2 damage to each non-Vampire creature. Create a Blood token. (It's an artifact with "{1}, {T}, Discard a card, Sacrifice this token: Draw a card.") [sideboard]
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