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

**G**

Reach  
When this creature enters, you may put a land card from your hand onto the battlefield tapped.

0/3

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① ⑥

When this creature enters, earthbend 1. (Target land you control becomes a 0/0 creature with haste that's still a land. Put a +1/+1 counter on it. When it dies or is exiled, return it to the battlefield tapped.) Whenever you tap a creature for mana, add an additional {G}.

2/2

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## 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

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

## 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

Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Land

This land enters tapped.  
When this land enters, add one mana  
of any color.  
{T}: Add {C}. ({C} represents  
colorless mana.)

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| <div><div>Crumbling Vestige</div><div>Land</div><div><p>This land enters tapped. When this land enters, add one mana of any color.</p><p>{T}: Add {C}. ({C} represents colorless mana.)</p></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Dryad Arbor</div><div>Land Creature -- Forest Dryad</div><div><p>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</p></div><div><div>1/1</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Echoing Deeps</div><div>Land -- Cave</div><div><p>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.</p><p>{T}: Add {C}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                    | <div><div>Forest</div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                           |
| <div><div>Forest</div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                       | <div><div>Forest</div><div>Basic Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                     | <div><div>Green Sun's Zenith</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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Green Sun's Zenith</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></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Green Sun's Zenith</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                     | <div><div><div>Green Sun's Zenith</div><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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Gruul Turf</div></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><div>Gruul Turf</div></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><div>Hanweir Battlements</div></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>-----<div>OTHER FACE</div>-----</div><div><div><div>Hanweir, the Writhing Township</div></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 PLAYbotbox.dev</div></div></div> | <div><div><div>Lotus Field</div></div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                   | <div><div><div>Lotus Field</div></div><div>Land</div><div>Hexproof This land enters tapped. When this land enters, sacrifice two lands. {T}: Add three mana of any one color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Mirrorpool</div></div><div>Land</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

## Legendary Land

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Creature -- Giant

6/6

Creature -- Giant

6/6

Creature -- Giant

6/6

Creature -- Giant

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| <div><div>Shifting Woodland</div><div>Land</div><div><p>This land enters tapped unless you control a Forest.</p><p>{T}: Add {G}.</p><p>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.</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>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> |

2 G

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 PLAY botbox.dev

② ③

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

② ③

Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## ①

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.  
{T}: Add {U}.  
Transmute {1}{U}{U} ({1}{U}{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.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

{T}: Add {C}.  
{3}, {T}, Sacrifice this land:  
Search your library for a land card,  
put it onto the battlefield tapped,  
then shuffle.

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(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.

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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>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>Dismember</div> <div>1BPBP</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>[sideboard]</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                                                                                                                                                                          | <div>Dismember</div> <div>1BPBP</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>[sideboard]</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> <p>(<b>{B/P}</b> can be paid with either <b>{B}</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>Firespout</b> <div> <div>2</div> <div>R/G</div> </div> </div> <div>Sorcery</div> <div> <p>Firespout deals 3 damage to each creature without flying if <b>{R}</b> was spent to cast this spell and 3 damage to each creature with flying if <b>{G}</b> was spent to cast this spell. (Do both if <b>{R}{G}</b> was spent.)</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                      | <div> <b>Firespout</b> <div> <div>2</div> <div>R/G</div> </div> </div> <div>Sorcery</div> <div> <p>Firespout deals 3 damage to each creature without flying if <b>{R}</b> was spent to cast this spell and 3 damage to each creature with flying if <b>{G}</b> was spent to cast this spell. (Do both if <b>{R}{G}</b> was spent.)</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>Gemstone Caverns</b> </div> <div>Legendary Land</div> <div> <p>If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand.</p> <p><b>{T}</b>: Add <b>{C}</b>. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <p>[sideboard]</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Lithomantic Barrage</b> <div>R</div> </div> <div>Sorcery</div> <div> <p>This spell can't be countered. Lithomantic Barrage deals 1 damage to target creature or planeswalker. It deals 5 damage instead if that target is white and/or blue.</p> <p>[sideboard]</p> </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><b>{T}</b>: Add <b>{U}</b>. Channel -- <b>{3}{U}</b>, Discard this card: Return target artifact, creature, enchantment, or planeswalker to its owner's hand. This ability costs <b>{1}</b> 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> |

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| <div> <div>Six</div> <div> <div>2</div> <div>6</div> </div> </div> <div> <div> <div>Legendary Creature -- Treefolk</div> <div> <div>Reach</div> <div>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> </div> <div> <div>2/4</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> </div> | <div> <div>Stock Up</div> <div> <div>2</div> <div>U</div> </div> </div> <div> <div> <div>Sorcery</div> <div>Look at the top five cards of your library. Put two of them into your hand and the rest on the bottom of your library in any order.</div> <div>[sideboard]</div> </div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Vexing Bauble</div> <div> <div>1</div> </div> </div> <div> <div> <div>Artifact</div> <div>Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card.</div> <div>[sideboard]</div> </div> </div> <div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |  |
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