

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 PLAY botbox.dev	Amulet of Vigor ① Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amulet of Vigor ① Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Amulet of Vigor ① Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Amulet of Vigor ① Artifact Whenever a permanent you control enters tapped, untap it. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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	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	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

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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

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.

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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.
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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

Echoing Deepsechoing-deeps 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	Forestforest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forestforest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forestforest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Green Sun's Zenithgreen-suns-zenith Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenithgreen-suns-zenith Sorcery 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Gruul Turfgruul-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	Gruul Turfgruul-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

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	Icetill Explorer 266 Creature -- Insect Scout You may play an additional land on each of your turns. You may play lands from your graveyard. Landfall -- Whenever a land you control enters, mill a card. 2/4 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	Malevolent Rumble 16 Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Rumble 16 Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Malevolent Rumble 16 Sorcery Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}." PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

① ② G

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

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

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.

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4 G G

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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 PLAY botbox.dev

Scapeshift 2 G G 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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Spelunking 2 G 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 PLAY botbox.dev	Spelunking 2 G 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 PLAY botbox.dev	Spelunking 2 G 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 PLAY botbox.dev

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.

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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

{T}: Add {C}.
 {1}, {T}: Add one mana of any color.
 {X}, {T}: This land becomes a copy
 of target nontoken artifact you
 control with mana value X.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

This land enters tapped.
{T}: Add {U}.
Transmute {1}{U}{U} ({1}{U}{U},
Discard this card: Search your
library for a card with mana value
0, reveal it, put it into your hand,
then shuffle. Transmute only as a
sorcery.)

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

```
(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 PLAY botbox.dev

(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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

Vesuva

Land

You may have this land enter tapped as a copy of any land on the battlefield.

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Vexing Bauble

①

Artifact

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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.
```

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

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.

[sideboard]

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ② G

Creature -- Ouphe

Activated abilities of artifacts
can't be activated.

[sidebar]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Collector Ouphe

① ⑥

Creature -- Ouphe

Activated abilities of artifacts
can't be activated.

[sideboard]

2/2

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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	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	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	Fire Magic R Instant Tiered (Choose one additional cost.) * Fire -- {0} -- Fire Magic deals 1 damage to each creature. * Fira -- {2} -- Fire Magic deals 2 damage to each creature. * Firaga -- {5} -- Fire Magic deals 3 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Force of Vigor 2 G G Instant 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ghost Vacuum 1 Artifact {T}: Exile target card from a graveyard. {6}, {T}, Sacrifice this artifact: Put each creature card exiled with this artifact onto the battlefield under your control with a flying counter on it. Each of them is a 1/1 Spirit in addition to its other types. Activate only as a sorcery. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Green Sun's Zenith X G Sorcery 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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Icetill Explorer 2 G G Creature -- Insect Scout You may play an additional land on each of your turns. You may play lands from your graveyard. Landfall -- Whenever a land you control enters, mill a card. [sideboard] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Into the Flood Maw U Instant Gift a tapped Fish (You may promise an opponent a gift as you cast this spell. If you do, they create a tapped 1/1 blue Fish creature token before its other effects.) Return target creature an opponent controls to its owner's hand. If the gift was promised, instead return target nonland permanent an opponent controls to its owner's hand. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Pyroclasm 1R Sorcery Pyroclasm deals 2 damage to each creature. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Tireless Tracker 2G Creature -- Human Scout Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.") Whenever you sacrifice a Clue, put a +1/+1 counter on this creature. [sideboard] 3/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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