

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

Bojuka Bog Land This land enters tapped. When this land enters, exile target player's graveyard. {T}: Add {B}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev	Commercial District Land -- Mountain Forest {T}: Add {R} or {G}.) This land enters tapped. When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Crumbling Vestige 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 PLAYbotbox.dev	Crumbling Vestige 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 PLAYbotbox.dev	Crumbling Vestige 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 PLAYbotbox.dev	Cultivator Colossus 4GGG 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

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Dryad of the Ilysian Grove 26 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. 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Echoing Deep 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 16 Sorcery You may play an additional land this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Explore 16 Sorcery You may play an additional land this turn. Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Forest Basic Land -- Forest ({T}: Add {G}.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. 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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev	Lumra, Bellow of the Woods (4)(G)(G) Legendary Creature -- Elemental Bear Reach, vigilance Lumra's power and toughness are each equal to the number of lands you control. When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped. */* PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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

Primeval Titan 4GG 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 PLAYbotbox.dev	Primeval Titan 4GG 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 PLAYbotbox.dev	Primeval Titan 4GG 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 PLAYbotbox.dev	Primeval Titan 4GG 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 PLAYbotbox.dev
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	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	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	Selesnya Sanctuary Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {G}{W}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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	Speelunking 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

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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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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2G

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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

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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.

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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.)

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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.

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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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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	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}. 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	Collector Ouphe 16 Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Collector Ouphe 16 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	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	Elesh Norn, Mother of Machines 4 W Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Elesh Norn, Mother of Machines 4 W Legendary Creature -- Phyrexian Praetor Vigilance If a permanent entering causes a triggered ability of a permanent you control to trigger, that ability triggers an additional time. Permanents entering don't cause abilities of permanents your opponents control to trigger. [sideboard] 4/7 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	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	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	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. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Six 2G 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] 2/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev	Vampires' Vengeance 2R 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vampires' Vengeance 2R 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] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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