Apex Altisaur {7}{G}{G}

Creature -- Dinosaur

When this creature enters, it fights up to one target creature you don't control.
Enrage -- Whenever this creature is dealt damage, it fights up to one target creature you don't control.

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arbor Elf {G}

Creature -- Elf Druid

{T}: Untap target Forest.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Archdruid's Charm {G}{G}{G}

Instant

Choose one --
* Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.
* Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.
* Exile target artifact or enchantment.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ashaya, Soul of the Wild {3}{G}{G}

Legendary Creature -- Elemental

Ashaya's power and toughness are each equal to the number of lands you control.
Nontoken creatures you control are Forest lands in addition to their other types. (They're still affected by summoning sickness.)

/

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Badgermole Cub {1}{G}

Creature -- Badger Mole

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ba Sing Se

Land

This land enters tapped unless you control a basic land.
{T}: Add {G}.
{2}{G}, {T}: Earthbend 2. Activate only as a sorcery. (Target land you control becomes a 0/0 creature with haste that's still a land. Put two +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Birds of Paradise {G}

Creature -- Bird

Flying
{T}: Add one mana of any color.

0/1

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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Bushwhack {G}

Sorcery

Choose one --
* Search your library for a basic land card, reveal it, put it into your hand, then shuffle.
* Target creature you control fights target creature you don't control. (Each deals damage equal to its power to the other.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Close Encounter {1}{G}

Instant

As an additional cost to cast this spell, choose a creature you control or a warped creature card you own in exile.
Close Encounter deals damage equal to the power of the chosen creature or card to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Crop Rotation {G}

Instant

As an additional cost to cast this spell, sacrifice a land.
Search your library for a land card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Curator Beastie {4}{G}{G}

Creature -- Beast

Reach
Colorless creatures you control enter with two additional +1/+1 counters on them.
Whenever this creature enters or attacks, manifest dread. (Look at the top two cards of your library. Put one onto the battlefield face down as a 2/2 creature and the other into your graveyard. Turn it face up any time for its mana cost if it's a creature card.)

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Delighted Halfling {G}

Creature -- Halfling Citizen

{T}: Add {C}.
{T}: Add one mana of any color. Spend this mana only to cast a legendary spell, and that spell can't be countered.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dino DNA {1}

Artifact

Imprint -- {1}, {T}: Exile target creature card from a graveyard. Activate only as a sorcery.
{6}: Create a token that's a copy of target creature card exiled with this artifact, except it's a 6/6 green Dinosaur creature with trample. Activate only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Disciple of Freyalise {3}{G}{G}{G}

Creature -- Elf Druid

When this creature enters, you may sacrifice another creature. If you do, you gain X life and draw X cards, where X is that creature's power.

3/3

- - - BACK FACE - - -

Garden of Freyalise

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dryad Arbor

Land Creature -- Forest Dryad

(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Elder Gargaroth {3}{G}{G}

Creature -- Beast

Reach, vigilance, trample
Whenever this creature attacks or blocks, choose one --
* Create a 3/3 green Beast creature token.
* You gain 3 life.
* Draw a card.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elven Passage

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield tapped, then shuffle. You may behold an Elf. If you do, untap that land. (To behold an Elf, choose an Elf you control or reveal an Elf card from your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elvish Mystic {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Endurance {1}{G}{G}

Creature -- Elemental Incarnation

Flash
Reach
When this creature enters, up to one target player puts all the cards from their graveyard on the bottom of their library in a random order.
Evoke--Exile a green card from your hand.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Field Trip {2}{G}

Sorcery

Search your library for a basic Forest card, put that card onto the battlefield tapped, then shuffle.
Learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fierce Empath {2}{G}

Creature -- Elf

When this creature enters, you may search your library for a creature card with mana value 6 or greater, reveal it, put it into your hand, then shuffle.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Finale of Devastation {X}{G}{G}

Sorcery

Search your library and/or graveyard for a creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle. If X is 10 or more, creatures you control get +X/+X and gain haste until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

({T}: Add {G}.)

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Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

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Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Basic Land -- Forest

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Formidable Speaker (2)(G)

Creature -- Elf Druid

When this creature enters, you may discard a card. If you do, search your library for a creature card, reveal it, put it into your hand, then shuffle.
{1}, {T}: Untap another target permanent.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fyndhorn Elves (G)

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Generous Ent (5)(G)

Creature -- Treefolk

Reach
When this creature enters, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
Forestcycling {1} ({1}, Discard this card: Search your library for a Forest card, reveal it, put it into your hand, then shuffle.)

5/7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gingerbread Cabin

Land -- Forest

({T}: Add {G}.)
This land enters tapped unless you control three or more other Forests.
When this land enters untapped, create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Gnarled Professor (2)(G)(G)

Creature -- Treefolk Druid

Trample
When this creature enters, learn. (You may reveal a Lesson card you own from outside the game and put it into your hand, or discard a card to draw a card.)

5/4

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

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.

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kogla, the Titan Ape (3)(G)(G)(G)

Legendary Creature -- Ape

When Kogla enters, it fights up to one target creature you don't control.
Whenever Kogla attacks, destroy target artifact or enchantment defending player controls.
{1}{G}: Return target Human you control to its owner's hand. Kogla gains indestructible until end of turn.

7/6

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Legolas's Quick Reflexes {G}

Instant

Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)
Untap target creature. Until end of turn, it gains reach, hexproof, and "Whenever this creature becomes tapped, it deals damage equal to its power to up to one target creature."

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lightning Greaves {2}

Artifact -- Equipment

Equipped creature has haste and shroud. (It can't be the target of spells or abilities.)
Equip {0}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lizard, Connors's Curse {2}{G}{G}

Legendary Creature -- Lizard Villain

Trample
Lizard Formula -- When Lizard, Connors's Curse enters, up to one other target creature loses all abilities and becomes a green Lizard creature with base power and toughness 4/4.

5/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Elves {G}

Creature -- Elf Druid

{T}: Add {G}.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Llanowar Visionary {2}{G}

Creature -- Elf Druid

When this creature enters, draw a card.
{T}: Add {G}.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Misty Rainforest

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Monstrous Emergence {1}{G}

Sorcery

As an additional cost to cast this spell, choose a creature you control or reveal a creature card from your hand.
Monstrous Emergence deals damage equal to the power of the creature you chose or the card you revealed to target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Nature's Rhythm {X}{G}{G}

Sorcery

Search your library for a creature card with mana value X or less, put it onto the battlefield, then shuffle.
Harmonize {X}{G}{G}{G}{G} (You may cast this card from your graveyard for its harmonize cost. You may tap a creature you control to reduce that cost by an amount of generic mana equal to its power. Then exile this spell.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Nissa, Ascended Animist {3}{G}{G}{GP}{GP}

Legendary Planeswalker -- Nissa

Compleated ({G/P} can be paid with {G} or 2 life. For each {G/P} paid with life, this planeswalker enters with two fewer loyalty counters.)
[+1]: Create an X/X green Phyrexian Horror creature token, where X is Nissa's loyalty.
[-1]: Destroy target artifact or enchantment.
[-7]: Until end of turn, creatures you control get +1/+1 for each Forest you control and gain trample.

L 7

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ojer Kaslem, Deepest Growth {3}{G}{G}

Legendary Creature -- God

Trample
Whenever Ojer Kaslem deals combat damage to a player, reveal that many cards from the top of your library. You may put a creature card and/or a land card from among them onto the battlefield. Put the rest on the bottom in a random order.
When Ojer Kaslem dies, return it to the battlefield tapped and transformed under its owner's control.

6/5

- - - BACK FACE - - -

Temple of Cultivation

Land

(Transforms from Ojer Kaslem, Deepest Growth.)
{T}: Add {G}.
{2}{G}, {T}: Transform this land. Activate only if you control ten or more permanents and only as a sorcery.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Old One Eye {5}{G}

Legendary Creature -- Tyranid

Trample
Other creatures you control have trample.
When Old One Eye enters, create a 5/5 green Tyranid creature token.
Fast Healing -- At the beginning of your first main phase, you may discard two cards. If you do, return this card from your graveyard to your hand.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Overlord of the Hauntwoods {3}{G}{G}

Enchantment Creature -- Avatar Horror

Impending 4--{1}{G}{G} (If you cast this spell for its impending cost, it enters with four time counters and isn't a creature until the last is removed. At the beginning of your end step, remove a time counter from it.)
Whenever this permanent enters or attacks, create a tapped colorless land token named Everywhere that is every basic land type.

6/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Panglacial Wurm {5}{G}{G}

Creature -- Wurm

Trample
While you're searching your library, you may cast this card from your library.

9/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Paths of the Dead

(card data unavailable)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pit of Offerings

Land -- Cave

This land enters tapped.
When this land enters, exile up to three target cards from graveyards.
{T}: Add {C}.
{T}: Add one mana of any of the exiled cards' colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Primeval Titan {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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Prismatic Vista

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a basic land card, put it onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Quirion Ranger {G}

Creature -- Elf Ranger

Return a Forest you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radagast of Rhosgobel {2}{G}{G}

Legendary Creature -- Avatar Wizard

The first creature spell you cast each turn costs {2} less to cast and can be cast as though it had flash.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Radagast the Brown {2}{G}{G}

Legendary Creature -- Avatar Wizard

Whenever Radagast or another nontoken creature you control enters, look at the top X cards of your library, where X is that creature's mana value. You may reveal a creature card that doesn't share a creature type with a creature you control from among those cards and put it into your hand. Put the rest on the bottom of your library in a random order.

2/5

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rofellos, Llanowar Emissary {G}{G}

Legendary Creature -- Elf Druid

{T}: Add {G} for each Forest you control.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadowspear {1}

Legendary Artifact -- Equipment

Equipped creature gets +1/+1 and has trample and lifelink.
{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.
Equip {2}

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Skateboard {1}

Artifact -- Equipment

When this Equipment enters, tap target permanent.
Equipped creature gets +1/+0 and has haste.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sowing Mycospawn {3}{G}

Creature -- Eldrazi Fungus

Devoid (This card has no color.)
Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)
When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.
When you cast this spell, if it was kicked, exile target land.

3/3

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Staff of Domination {3}

Artifact

{1}: Untap this artifact.
{2}, {T}: You gain 1 life.
{3}, {T}: Untap target creature.
{4}, {T}: Tap target creature.
{5}, {T}: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Survival of the Fittest {1}{G}

Enchantment

{G}, Discard a creature card: Search your library for a creature card, reveal that card, put it into your hand, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Talon Gates of Madara

Land -- Gate

When this land enters, up to one target creature phases out.
{T}: Add {C}.
{1}, {T}: Add one mana of any color.
{4}: Put this card from your hand onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Great Henge {7}{G}{G}

Legendary Artifact

This spell costs {X} less to cast, where X is the greatest power among creatures you control.
{T}: Add {G}{G}. You gain 2 life.
Whenever a nontoken creature you control enters, put a +1/+1 counter on it and draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thorn Mammoth {5}{G}{G}

Creature -- Elephant

Trample
Whenever this creature or another creature you control enters, this creature fights up to one target creature you don't control.

6/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Thousand-Year Elixir {3}

Artifact

You may activate abilities of creatures you control as though those creatures had haste.
{1}, {T}: Untap target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Throne of Eldraine {5}

Legendary Artifact

As Throne of Eldraine enters, choose a color.
{T}: Add four mana of the chosen color. Spend this mana only to cast monocolored spells of that color.
{3}, {T}: Draw two cards. Spend only mana of the chosen color to activate this ability.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Tranquil Frillback {2}{G}

Creature -- Dinosaur

When this creature enters, you may pay {G} up to three times. When you pay this cost one or more times, choose up to that many --
* Destroy target artifact or enchantment.
* Exile target player's graveyard.
* You gain 4 life.

3/3

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Turntimber Symbiosis {4}{G}{G}{G}

Sorcery

Look at the top seven cards of your library. You may put a creature card from among them onto the battlefield. If that card has mana value 3 or less, it enters with three additional +1/+1 counters on it. Put the rest on the bottom of your library in a random order.

- - - BACK FACE - - -

Turntimber, Serpentine Wood

Land

As this land enters, you may pay 3 life. If you don't, it enters tapped.
{T}: Add {G}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ugin, Eye of the Storms {7}

Legendary Planeswalker -- Ugin

When you cast this spell, exile up to one target permanent that's one or more colors.
Whenever you cast a colorless spell, exile up to one target permanent that's one or more colors.
[+2]: You gain 3 life and draw a card.
[0]: Add {C}{C}{C}.
[-11]: Search your library for any number of colorless nonland cards, exile them, then shuffle. Until end of turn, you may cast those cards without paying their mana costs.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ulamog, the Ceaseless Hunger {10}

Legendary Creature -- Eldrazi

When you cast this spell, exile two target permanents.
Indestructible
Whenever Ulamog attacks, defending player exiles the top twenty cards of their library.

10/10

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Up the Beanstalk {1}{G}

Enchantment

When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.

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

Utopia Sprawl {G}

Enchantment -- Aura

Enchant Forest
As this Aura enters, choose a color.
Whenever enchanted Forest is tapped for mana, its controller adds an additional one mana of the chosen color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vastlands Scavenger {1}{G}{G}

Creature -- Bear Druid

Deathtouch
This creature enters prepared. (While it's prepared, you may cast a copy of its spell. Doing so unprepares it.)

4/4

- - - OTHER FACE - - -

Bind to Life {4}{G}

Instant

Mill seven cards. Then put a creature card from among them onto the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Vaultborn Tyrant {5}{G}{G}

Creature -- Dinosaur

Trample
Whenever this creature or another creature you control with power 4 or greater enters, you gain 3 life and draw a card.
When this creature dies, if it's not a token, create a token that's a copy of it, except it's an artifact in addition to its other types.

6/6

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Verdant Catacombs

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.

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Vorinclex {3}{G}{G}

Legendary Creature -- Phyrexian Praetor

Reach, trample
When Vorinclex enters, search your library for up to two Forest cards, reveal them, put them into your hand, then shuffle.
{6}{G}{G}: Exile Vorinclex, then return it to the battlefield transformed under its owner's control. Activate only as a sorcery.

6/6

- - - BACK FACE - - -

The Grand Evolution

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter.)
I -- Mill ten cards. Put up to two creature cards from among the milled cards onto the battlefield.
II -- Distribute seven +1/+1 counters among any number of target creatures you control.
III -- Until end of turn, creatures you control gain "{1}: This creature fights target creature you don't control." Exile this Saga, then return it to the battlefield (front face up).

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Wakanda Forever! {4}{G}{G}

Sorcery

Reveal the top six cards of your library. You may put a permanent card from among them onto the battlefield with an indestructible counter on it. You may put a permanent card from among them into your hand. Put the rest into your graveyard.

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War Room

Land

{T}: Add {C}.
{3}, {T}, Pay life equal to the number of colors in your commanders' color identity: Draw a card.

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Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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Wild Growth {G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.

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Windswept Heath

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.

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Wirewood Symbiote {G}

Creature -- Insect

Return an Elf you control to its owner's hand: Untap target creature. Activate only once each turn.

1/1

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Wooded Foothills

Land

{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.

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Wood Elves 2G

Creature -- Elf Scout

When this creature enters, search your library for a Forest card, put that card onto the battlefield, then shuffle.

1/1

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Woodland Bellower 4GG

Creature -- Beast

When this creature enters, you may search your library for a nonlegendary green creature card with mana value 3 or less, put it onto the battlefield, then shuffle.

6/5

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Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

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Germination Practicum 3GG

Sorcery -- Lesson

Put two +1/+1 counters on each creature you control.
Paradigm (Then exile this spell. After you first resolve a spell with this name, you may cast a copy of it from exile without paying its mana cost at the beginning of each of your first main phases.)

[sideboard]

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Origin of Metalbending 1G

Instant -- Lesson

Choose one --
* Destroy target artifact or enchantment.
* Put a +1/+1 counter on target creature you control. It gains indestructible until end of turn. (Damage and effects that say "destroy" don't destroy it.)

[sideboard]

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Rockalanche 2G

Sorcery -- Lesson

Earthbend X, where X is the number of Forests you control. (Target land you control becomes a 0/0 creature with haste that's still a land. Put X +1/+1 counters on it. When it dies or is exiled, return it to the battlefield tapped.)
Flashback {5}{G} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

[sideboard]

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Seismic Sense G

Sorcery -- Lesson

Look at the top X cards of your library, where X is the number of lands you control. You may reveal a creature or land card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

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Shared Roots {1}{G}

Sorcery -- Lesson

Search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

[sideboard]

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True Ancestry {1}{G}

Sorcery -- Lesson

Return up to one target permanent card from your graveyard to your hand.
Create a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

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Zuko's Exile {5}

Instant -- Lesson

Exile target artifact, creature, or enchantment. Its controller creates a Clue token. (It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sideboard]

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