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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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2 G

You may play two additional lands on each of your turns.

1/2

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② ⑥

You may play two additional lands on each of your turns.

1/2

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## Land

```
This land enters tapped.
When this land enters, exile target
player's graveyard.
{T}: Add {B}.
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## Land -- Forest Island

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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| <div> <div>Castle Garenbrig</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Forest.</p> <p>{T}: Add {G}.</p> <p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                      | <div> <div>Castle Garenbrig</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Forest.</p> <p>{T}: Add {G}.</p> <p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>         | <div> <div>Castle Garenbrig</div> <div>Land</div> <div> <p>This land enters tapped unless you control a Forest.</p> <p>{T}: Add {G}.</p> <p>{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>         | <div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div>Cavern of Souls</div> <div>Land</div> <div> <p>As this land enters, choose a creature type.</p> <p>{T}: Add {C}.</p> <p>{T}: Add one mana of any color.</p> <p>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dryad of the Ilysian Grove ②⑥</div> <div>Enchantment Creature -- Nymph Dryad</div> <div> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dryad of the Ilysian Grove ②⑥</div> <div>Enchantment Creature -- Nymph Dryad</div> <div> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div>Dryad of the Ilysian Grove ②⑥</div> <div>Enchantment Creature -- Nymph Dryad</div> <div> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </div> <div> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>              |

Playtest cards - oskiyaa - Modern (Modern League)

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge;

horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

sheet 2/10 - 8 cards - 2.5 x 3.5 in each

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| <div> <div> <b>Dryad of the Ilysian Grove</b> <div> <div>2</div> <div>6</div> </div> </div> <div> <div>Enchantment Creature -- Nymph Dryad</div> <div> <p>You may play an additional land on each of your turns.</p> <p>Lands you control are every basic land type in addition to their other types.</p> </div> <div> <div>2/4</div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Engineered Explosives</b> <div> <div>x</div> </div> </div> <div> <div>Artifact</div> <div> <p>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.) {2}, Sacrifice this artifact: Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Explore</b> <div> <div>1</div> <div>6</div> </div> </div> <div> <div>Sorcery</div> <div> <p>You may play an additional land this turn.</p> <p>Draw a card.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                            | <div> <div> <b>Field of the Dead</b> </div> <div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {C}.</p> <p>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> |
| <div> <div> <b>Forest</b> </div> <div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                     | <div> <div> <b>Forest</b> </div> <div> <div>Basic Land -- Forest</div> <div> <p>{T}: Add {G}.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                                                                                                                                                                                                                                           | <div> <div> <b>Gemstone Mine</b> </div> <div> <div>Land</div> <div> <p>This land enters with three mining counters on it.</p> <p>{T}, Remove a mining counter from this land: Add one mana of any color. If there are no mining counters on this land, sacrifice it.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div> | <div> <div> <b>Ghost Quarter</b> </div> <div> <div>Land</div> <div> <p>{T}: Add {C}.</p> <p>{T}, Sacrifice this land: Destroy target land. Its controller may search their library for a basic land card, put it onto the battlefield, then shuffle.</p> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>                                      |

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| <div><div><div>Golgari Rot Farm</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {B}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                                                                                                                                                                                                           | <div><div><div>Golgari Rot Farm</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {B}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Golgari Rot Farm</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {B}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Golgari Rot Farm</div><div>Land</div><div>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {B}{G}.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                  |
| <div><div><div>Hanweir Battlements</div><div>Land</div><div>{T}: Add {C}.<br/>{R}, {T}: Target creature gains haste until end of turn.<br/>{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>-----<br/>-- -- OTHER FACE -- --</div><div><div><div>Hanweir, the Writhing Township</div><div>Legendary Creature -- Eldrazi Ooze</div><div>Trample, haste<br/>Whenever Hanweir attacks, create two 3/2 colorless Eldrazi Horror creature tokens that are tapped and attacking.</div></div><div>7/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Overgrown Tomb</div><div>Land -- Swamp Forest</div><div>( {T}: Add {B} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Pact of Negation</div><div>Instant</div><div>Counter target spell.<br/>At the beginning of your next upkeep, pay {3}{U}{U}. If you don't, you lose the game.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>      | <div><div><div>Primeval Titan</div><div>Creature -- Giant</div><div>Trample<br/>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.</div></div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Primeval Titan</div><div><div>4GG</div></div><div>Creature -- Giant</div><div>Trample<br/>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.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div><div>4GG</div></div><div>Creature -- Giant</div><div>Trample<br/>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.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Primeval Titan</div><div><div>4GG</div></div><div>Creature -- Giant</div><div>Trample<br/>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.</div><div>6/6</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Radiant Fountain</div><div>Land</div><div>When this land enters, you gain 2 life.<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                          |
| <div><div>Sakura-Tribe Scout</div><div><div>G</div></div><div>Creature -- Snake Shaman Scout</div><div>{T}: You may put a land card from your hand onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Sakura-Tribe Scout</div><div><div>G</div></div><div>Creature -- Snake Shaman Scout</div><div>{T}: You may put a land card from your hand onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Sakura-Tribe Scout</div><div><div>G</div></div><div>Creature -- Snake Shaman Scout</div><div>{T}: You may put a land card from your hand onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                | <div><div>Sakura-Tribe Scout</div><div><div>G</div></div><div>Creature -- Snake Shaman Scout</div><div>{T}: You may put a land card from your hand onto the battlefield.</div><div>1/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Simic Growth Chamber</div><div>Land</div><div><p>This land enters tapped.<br/>When this land enters, return a land you control to its owner's hand.<br/>{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.<br/>When this land enters, return a land you control to its owner's hand.<br/>{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.<br/>When this land enters, return a land you control to its owner's hand.<br/>{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.<br/>When this land enters, return a land you control to its owner's hand.<br/>{T}: Add {G}{U}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                |
| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div><p>{T}: Add {G}.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                       | <div><div>Summoner's Pact</div><div>Instant</div><div><p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.<br/>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Summoner's Pact</div><div>Instant</div><div><p>Search your library for a green creature card, reveal it, put it into your hand, then shuffle.<br/>At the beginning of your next upkeep, pay {2}{G}{G}. If you don't, you lose the game.</p></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div> <b>Summoner's Pact</b> </div> <div> <div>0</div> </div> </div> <div> Instant </div> <div> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>      | <div> <div> <b>Summoner's Pact</b> </div> <div> <div>0</div> </div> </div> <div> Instant </div> <div> 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. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                         | <div> <div> <b>Sylvan Scrying</b> </div> <div> <div>16</div> </div> </div> <div> Sorcery </div> <div> Search your library for a land card, reveal it, put it into your hand, then shuffle. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                             | <div> <div> <b>Tolaria West</b> </div> </div> <div> Land </div> <div> 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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |
| <div> <div> <b>Tolaria West</b> </div> </div> <div> Land </div> <div> 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.) </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <b>Uro, Titan of Nature's Wrath</b> </div> <div> <div>16U</div> </div> </div> <div> Legendary Creature -- Elder Giant </div> <div> When Uro enters, sacrifice it unless it escaped. Whenever Uro enters or attacks, you gain 3 life and draw a card, then you may put a land card from your hand onto the battlefield. Escape--{G}{G}{U}{U}, Exile five other cards from your graveyard. (You may cast this card from your graveyard for its escape cost.) </div> <div> <div>6/6</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <b>Valakut, the Molten Pinnacle</b> </div> </div> <div> Land </div> <div> 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}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div> <b>Valakut, the Molten Pinnacle</b> </div> </div> <div> Land </div> <div> 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}. </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                          |

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| <div><div><div>Verdant Catacombs</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><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><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div><div>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Zagoth Triome</div><div>Land -- Swamp Forest Island</div><div>{T}: Add {B}, {G}, or {U}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Abrupt Decay</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                   | <div><div><div>Abrupt Decay</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Abrupt Decay</div><div>Instant</div><div>This spell can't be countered. Destroy target nonland permanent with mana value 3 or less.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                     | <div><div><div>Disdainful Stroke</div><div>Instant</div><div>Counter target spell with mana value 4 or greater.</div><div>[sideboard]</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                |



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| <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dismember</div><div><div>1</div><div>BP</div><div>BP</div></div></div><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><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>  | <div><div><div>Engineered Explosives</div><div><div>X</div></div></div><div><div>Artifact</div><div>Sunburst (This artifact enters with a charge counter on it for each color of mana spent to cast it.)<br/>{2}, Sacrifice this artifact:<br/>Destroy each nonland permanent with mana value equal to the number of charge counters on this artifact.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Negate</div><div><div>1</div><div>U</div></div></div><div><div>Instant</div><div>Counter target noncreature spell.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                              |
| <div><div><div>Snow-Covered Swamp</div></div><div><div>Basic Snow Land -- Swamp</div><div>{T}: Add {B}.)</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                         | <div><div><div>Tectonic Edge</div></div><div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}, Sacrifice this land:<br/>Destroy target nonbasic land.<br/>Activate only if an opponent controls four or more lands.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Thought Distortion</div><div><div>4</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>This spell can't be countered.<br/>Target opponent reveals their hand.<br/>Exile all noncreature, nonland cards from that player's hand and graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                         | <div><div><div>Thought Distortion</div><div><div>4</div><div>B</div><div>B</div></div></div><div><div>Sorcery</div><div>This spell can't be countered.<br/>Target opponent reveals their hand.<br/>Exile all noncreature, nonland cards from that player's hand and graveyard.</div><div>[sideboard]</div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

2 G

Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")

[sidebar]

3/2

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②③

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[sidebar]

3/2

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[sidebar]

3/2

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