

Analyze the Pollen ⑥ <hr/> Sorcery <hr/> <p>As an additional cost to cast this spell, you may collect evidence 8. (Exile cards with total mana value 8 or greater from your graveyard.) Search your library for a basic land card. If evidence was collected, instead search your library for a creature or land card. Reveal that card, put it into your hand, then shuffle.</p>	Ancient Cornucopia ②⑥ <hr/> Artifact <hr/> <p>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color.</p>	Ancient Cornucopia ②⑥ <hr/> Artifact <hr/> <p>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color.</p>	Ancient Cornucopia ②⑥ <hr/> Artifact <hr/> <p>Whenever you cast a spell that's one or more colors, you may gain 1 life for each of that spell's colors. Do this only once each turn. {T}: Add one mana of any color.</p>
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<div> <div>Archangel of Wrath</div> <div> <div>2</div> <div>W</div> <div>W</div> </div> </div> <div> <div>Creature -- Angel</div> <div> <div>Kicker {B} and/or {R} (You may pay an additional {B} and/or {R} as you cast this spell.)</div> <div>Flying, lifelink</div> <div>When this creature enters, if it was kicked, it deals 2 damage to any target.</div> <div>When this creature enters, if it was kicked twice, it deals 2 damage to any target.</div> </div> <div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Atraxa, Grand Unifier</div> <div> <div>3</div> <div>G</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Angel</div> <div> <div>Flying, vigilance, deathtouch, lifelink</div> <div>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Atraxa, Grand Unifier</div> <div> <div>3</div> <div>G</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Angel</div> <div> <div>Flying, vigilance, deathtouch, lifelink</div> <div>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Atraxa, Grand Unifier</div> <div> <div>3</div> <div>G</div> <div>W</div> <div>U</div> <div>B</div> </div> </div> <div> <div>Legendary Creature -- Phyrexian Angel</div> <div> <div>Flying, vigilance, deathtouch, lifelink</div> <div>When Atraxa enters, reveal the top ten cards of your library. For each card type, you may put a card of that type from among the revealed cards into your hand. Put the rest on the bottom of your library in a random order. (Artifact, battle, creature, enchantment, instant, land, planeswalker, and sorcery are card types.)</div> </div> <div> <div>7/7</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>
<div> <div>Boseiju, Who Endures</div> </div> <div> <div>Legendary Land</div> <div> <div>{T}: Add {G}.</div> <div>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.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Cavern of Souls</div> </div> <div> <div>Land</div> <div> <div>As this land enters, choose a creature type.</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Cavern of Souls</div> </div> <div> <div>Land</div> <div> <div>As this land enters, choose a creature type.</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>	<div> <div>Cavern of Souls</div> </div> <div> <div>Land</div> <div> <div>As this land enters, choose a creature type.</div> <div>{T}: Add {C}.</div> <div>{T}: Add one mana of any color.</div> <div>Spend this mana only to cast a creature spell of the chosen type, and that spell can't be countered.</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> </div>

<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Forest</div><div>Basic Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Get Lost1W</div><div>Instant</div><div>Destroy target creature, enchantment, or planeswalker. Its controller creates two Map tokens. (They're artifacts with "{1}, {T}", Sacrifice this token: Target creature you control explores. Activate only as a sorcery.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Herd Migration6G</div><div>Sorcery</div><div>Domain -- Create a 3/3 green Beast creature token for each basic land type among lands you control. {1}{G}, Discard this card: Search your library for a basic land card, reveal it, put it into your hand, then shuffle. You gain 3 life.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Jetmir's Garden</div></div><div>Land -- Mountain Forest Plains</div><div>({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Jetmir's Garden</div></div><div>Land -- Mountain Forest Plains</div><div>({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Jetmir's Garden</div></div><div>Land -- Mountain Forest Plains</div><div>({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Jetmir's Garden</div></div><div>Land -- Mountain Forest Plains</div><div>({T}: Add {R}, {G}, or {W}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

<div><div>Leyline Binding</div><div>5W</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding</div><div>5W</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding</div><div>5W</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div>Leyline Binding</div><div>5W</div><div>Enchantment</div><div>Flash Domain -- This spell costs {1} less to cast for each basic land type among lands you control. When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>
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<div><div><div>Raffine's Tower</div><div>Land -- Plains Island Swamp</div><div>{T}: Add {W}, {U}, or {B}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>	<div><div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>{T}: Add {G}, {W}, or {U}.</div><div>This land enters tapped.</div><div>Cycling {3} ({3}, Discard this card: Draw a card.)</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>

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<div> <div>Swamp</div> <div>Basic Land -- Swamp</div> <div> ({T}: Add {B}.) </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Up the Beanstalk</div> <div> 1G </div> <div>Enchantment</div> <div> When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Up the Beanstalk</div> <div> 1G </div> <div>Enchantment</div> <div> When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>	<div> <div>Up the Beanstalk</div> <div> 1G </div> <div>Enchantment</div> <div> When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card. </div> <div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev </div> </div>

<div><div>Up the Beanstalk</div><div><div>1</div><div>6</div></div></div> <div><div>Enchantment</div><div>When this enchantment enters and whenever you cast a spell with mana value 5 or greater, draw a card.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ziatora's Proving Ground</div><div></div></div> <div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ziatora's Proving Ground</div><div></div></div> <div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>	<div><div>Ziatora's Proving Ground</div><div></div></div> <div><div>Land -- Swamp Mountain Forest</div><div>{T}: Add {B}, {R}, or {G}.) This land enters tapped. Cycling {3} ({3}, Discard this card: Draw a card.)</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{2}, {T}, Exile The Stone Brain: Choose a card name. Search target opponent's graveyard, hand, and library for up to four cards with that name and exile them. That player shuffles, then draws a card for each card exiled from their hand this way. Activate only as a sorcery.

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②

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[sideboard]

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2G

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.

[sidebar]

3/3

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2 G

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.

[sideboard]

3/3

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