

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

G

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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Land

This land enters tapped.
When this land enters, add one mana
of any color.
{T}: Add {C}. ({C} represents
colorless mana.)

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This land enters tapped.
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Land Creature -- Forest Dryad

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

1/1

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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 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	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	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	Golgari Rot Farm Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Golgari Rot Farm Land This land enters tapped. When this land enters, return a land you control to its owner's hand. {T}: Add {B}{G}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Green Sun's Zenith ⓧ⑥ 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 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 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 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 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	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	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 PLAYbotbox.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.

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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

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

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

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4 G G

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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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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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Scapeshift

2GG

Sorcerv

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 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	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 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
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	Spelunking 2G 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	Spelunking 2G 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

Spe lungking 2 6 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	Spe lungking 2 6 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	Summoner's Pact 0 Instant 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	Summoner's Pact 0 Instant 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
The Mycosynth Gardens Land -- Sphere {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	Tolaria West Land 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.) 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

Playtest cards - Capriccioso - Modern (Modern Challenge 32)

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 7/10 - 8 cards - 2.5 x 3.5 in each

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Blossoming Tortoise Creature -- Turtle Whenever this creature enters or attacks, mill three cards, then return a land card from your graveyard to the battlefield tapped. Activated abilities of lands you control cost {1} less to activate. Land creatures you control get +1/+1. [sideboard] 3/3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Collector Ouphe Creature -- Ouphe Activated abilities of artifacts can't be activated. [sideboard] 2/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Dismember 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 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

Endurance 1GG 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. [sideboard] 3/4 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Force of Vigor 2GG 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 PLAYbotbox.dev	Gemstone Caverns Legendary Land If this card is in your opening hand and you're not the starting player, you may begin the game with Gemstone Caverns on the battlefield with a luck counter on it. If you do, exile a card from your hand. {T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev
Grist, the Hunger Tide 1BG Legendary Planeswalker -- Grist As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types. [+1]: Create a 1/1 black and green Insect creature token, then mill a card. If an Insect card was milled this way, put a loyalty counter on Grist and repeat this process. [-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker. [-5]: Each opponent loses life equal to the number of creature cards in your graveyard. [sideboard] L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Insidious Fungus G Creature -- Fungus {2}, Sacrifice this creature: Choose one -- * Destroy target artifact. * Destroy target enchantment. * Draw a card. Then you may put a land card from your hand onto the battlefield tapped. [sideboard] 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakura-Tribe Elder 1G Creature -- Snake Shaman Sacrifice this creature: Search your library for a basic land card, put that card onto the battlefield tapped, then shuffle. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sakura-Tribe Scout G Creature -- Snake Shaman Scout {T}: You may put a land card from your hand onto the battlefield. [sideboard] 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Urza's Cave

Land - - Urza's Cave

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

[sideboard]

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Vexing Bauble

①

Artifact

```
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.
```

[sideboard]

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①

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[sideboard]

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