## Aftermath Analyst {1}{G}

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 PLAY botbox.dev


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Creature -- Elf Detective

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**1/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Arboreal Grazer {G}

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 PLAY botbox.dev


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When this creature enters, you may put a land card from your hand onto the battlefield tapped.

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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 PLAY botbox.dev


## Arid Archway

Land -- Desert

This land enters tapped.
When this land enters, return a land you control to its owner's hand. If another Desert was returned this way, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)
{T}: Add {C}{C}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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.

## 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

## Castle Garenbrig

Land

This land enters tapped unless you control a Forest.
{T}: Add {G}.
{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Castle Garenbrig

Land

This land enters tapped unless you control a Forest.
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{2}{G}{G}, {T}: Add six {G}. Spend this mana only to cast creature spells or activate abilities of creatures.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 PLAY botbox.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 PLAY botbox.dev

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{T}: Add {C}. ({C} represents colorless mana.)

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

## Formidable Speaker 2G

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

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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.
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**2/4**

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**2/4**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Glasspool Mimic 2U

Creature -- Shapeshifter Rogue

You may have this creature enter as a copy of a creature you control, except it's a Shapeshifter Rogue in addition to its other types.

**0/0**

- - - BACK FACE - - -

## Glasspool Shore

Land

This land enters tapped.
{T}: Add {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Hedge Maze

Land -- Forest Island

({T}: Add {G} or {U}.)
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 PLAY botbox.dev



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## Hedge Maze

Land -- Forest Island

({T}: Add {G} or {U}.)
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 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

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Luis, Pompous Pillager

(card data unavailable)

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.

*/*

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Univerce - Pioneer v3 Group D0232E (Luis, Pompous Pillager, Glasspool Mim** sheet 4/10 - 8 cards - 2.5 x 3.5 in each

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.

**Lumra, Bellow of the Woods** 4GG

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Lumra, Bellow of the Woods** 4GG

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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

**Memorial to Unity**

Land

This land enters tapped.
{T}: Add {G}.
{2}{G}, {T}, Sacrifice this land: Look at the top five cards of your library. You may reveal a creature card from among them and put it into your hand. Then put the rest on the bottom of your library in a random order.

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

**Port of Karfell**

Land

This land enters tapped.
{T}: Add {U}.
{3}{U}{B}{B}, {T}, Sacrifice this land: Mill four cards, then return a creature card from your graveyard to the battlefield tapped. (To mill a card, put the top card of your library into your graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Port of Karfell**

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Univerce - Pioneer v3 Group D0232E (Luis, Pompous Pillager, Glasspool Mim** sheet 5/10 - 8 cards - 2.5 x 3.5 in each

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## 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 PLAY botbox.dev


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Sacrifice any number of lands.
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## 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 PLAY botbox.dev


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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Univerce - Pioneer v3 Group D0232E (Luis, Pompous Pillager, Glasspool Mim** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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.

## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Starting Town

Land -- Town

This land enters tapped unless it's your first, second, or third turn of the game.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## The Wandering Minstrel (G)(U)

Legendary Creature -- Human Bard

Lands you control enter untapped.
The Minstrel's Ballad -- At the beginning of combat on your turn, if you control five or more Towns, create a 2/2 Elemental creature token that's all colors.
{3}{W}{U}{B}{R}{G}: Other creatures you control get +X/+X until end of turn, where X is the number of Towns you control.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Univerce - Pioneer v3 Group D0232E (Luis, Pompous Pillager, Glasspool Mim** sheet 7/10 - 8 cards - 2.5 x 3.5 in each

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## Underground Mortuary

Land -- Swamp Forest

({T}: Add {B} 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 PLAY botbox.dev


## Underground Mortuary

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Abrupt Decay (B)(G)

Instant

This spell can't be countered.
Destroy target nonland permanent with mana value 3 or less.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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[sideboard]

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


**Playtest cards - Univerce - Pioneer v3 Group D0232E (Luis, Pompous Pillager, Glasspool Mim** sheet 8/10 - 8 cards - 2.5 x 3.5 in each

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## Clarion Conqueror {2}{W}

Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Dragon

Flying
Activated abilities of artifacts, creatures, and planeswalkers can't be activated.

[sideboard]

**3/3**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Culling Ritual {2}{B}{G}

Sorcery

Destroy each nonland permanent with mana value 2 or less. Add {B} or {G} for each permanent destroyed this way.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Sorcery

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Emrakul, the Promised End {13}

Legendary Creature -- Eldrazi

This spell costs {1} less to cast for each card type among cards in your graveyard.
When you cast this spell, you gain control of target opponent during that player's next turn. After that turn, that player takes an extra turn.
Flying, trample, protection from instants

[sideboard]

**13/13**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Kaervek, the Spiteful {2}{B}{B}

Legendary Creature -- Human Warlock

Other creatures get -1/-1.

[sideboard]

**3/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Univerce - Pioneer v3 Group D0232E (Luis, Pompous Pillager, Glasspool Mim** sheet 9/10 - 8 cards - 2.5 x 3.5 in each

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.

## Lessons from Life {2}{G}{U}

Sorcery

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Lessons from Life {2}{G}{U}

Sorcery

Draw three cards. You may put a land card from your hand onto the battlefield tapped.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Quantum Riddler {3}{U}{U}

Creature -- Sphinx

Flying
When this creature enters, draw a card.
As long as you have one or fewer cards in hand, if you would draw one or more cards, you draw that many cards plus one instead.
Warp {1}{U}

[sideboard]

4/6

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Univerce - Pioneer v3 Group D0232E (Luis, Pompous Pillager, Glasspool Mim** sheet 10/10 - 3 cards - 2.5 x 3.5 in each

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.