Ancient Tomb

Land

{T}: Add {C}{C}. This land deals 2 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Arid Mesa

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Authority of the Consuls (W)

Enchantment

Creatures your opponents control enter tapped.
Whenever a creature an opponent controls enters, you gain 1 life.

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

Bloodstained Mire

Land

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

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

Botanical Sanctum

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {U}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Breeding Pool

Land -- Forest Island

({T}: Add {G} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Chrome Mox {0}

Artifact

Imprint -- When this artifact enters, you may exile a nonartifact, nonland card from your hand.
{T}: Add one mana of any of the exiled card's colors.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Chronicler of Worship {1}{G}

Creature -- Human Monk

When Chronicler of Worship enters the battlefield, put a random Shrine card from among the top seven cards of your library into your hand. It perpetually gains "This spell costs {1} less to cast." Then shuffle.
{T}: Add one mana of any color.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Commercial District

Land -- Mountain Forest

({T}: Add {R} 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

Crescent Island Temple {3}{R}

Legendary Enchantment -- Shrine

When Crescent Island Temple enters, for each Shrine you control, create a 1/1 red Monk creature token with prowess. (Whenever you cast a noncreature spell, it gets +1/+1 until end of turn.)
Whenever another Shrine you control enters, create a 1/1 red Monk creature token with prowess.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Deathrite Shaman {B/G}

Creature -- Elf Shaman

{T}: Exile target land card from a graveyard. Add one mana of any color. (Activate only as an instant.)
{B}, {T}: Exile target instant or sorcery card from a graveyard. Each opponent loses 2 life.
{G}, {T}: Exile target creature card from a graveyard. You gain 2 life.

1/2

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

Eidolon of Blossoms {2}{G}{G}

Enchantment Creature -- Spirit

Constellation -- Whenever this creature or another enchantment you control enters, draw a card.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Enchantress's Presence {2}{G}

Enchantment

Whenever you cast an enchantment spell, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Enlightened Tutor {W}

Instant

Search your library for an artifact or enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Entity Tracker {2}{U}

Creature -- Human Scout

Flash
Eerie -- Whenever an enchantment you control enters and whenever you fully unlock a Room, draw a card.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Exploration {G}

Enchantment

You may play an additional land on each of your turns.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Flooded Strand

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Godless Shrine

Land -- Plains Swamp

({T}: Add {W} or {B}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go-Shintai of Ancient Wars {2}{R}

Legendary Enchantment Creature -- Shrine

First strike
At the beginning of your end step, you may pay {1}. When you do, Go-Shintai of Ancient Wars deals X damage to target player or planeswalker, where X is the number of Shrines you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go-Shintai of Boundless Vigor {1}{G}

Legendary Enchantment Creature -- Shrine

Trample
At the beginning of your end step, you may pay {1}. When you do, put a +1/+1 counter on target Shrine for each Shrine you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - McMenno - Gladiator (Sword and Sandals Showdown: AM) sheet 3/13 - 8 cards - 2.5 x 3.5 in each

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Go-Shintai of Hidden Cruelty {3}{B}

Legendary Enchantment Creature -- Shrine

Deathtouch
At the beginning of your end step, you may pay {1}. When you do, destroy target creature with toughness X or less, where X is the number of Shrines you control.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go-Shintai of Life's Origin {3}{G}

Legendary Enchantment Creature -- Shrine

{W}{U}{B}{R}{G}, {T}: Return target enchantment card from your graveyard to the battlefield.
Whenever Go-Shintai of Life's Origin or another nontoken Shrine you control enters, create a 1/1 colorless Shrine enchantment creature token.

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go-Shintai of Lost Wisdom {1}{U}

Legendary Enchantment Creature -- Shrine

Flying
At the beginning of your end step, you may pay {1}. When you do, target player mills X cards, where X is the number of Shrines you control. (To mill a card, a player puts the top card of their library into their graveyard.)

0/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Go-Shintai of Shared Purpose {3}{W}

Legendary Enchantment Creature -- Shrine

Vigilance
At the beginning of your end step, you may pay {1}. If you do, create a 1/1 colorless Spirit creature token for each Shrine you control.

1/3

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

Grist, the Hunger Tide {1}{B}{G}

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.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hallowed Fountain

Land -- Plains Island

({T}: Add {W} or {U}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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.)

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Hei Bai, Forest Guardian {3}{G}

Legendary Creature -- Bear Spirit

When Hei Bai enters, reveal cards from the top of your library until you reveal a Shrine card. You may put that card onto the battlefield. Then shuffle.
{W}{U}{B}{R}{G}, {T}: For each legendary enchantment you control, create a 1/1 colorless Spirit creature token with "This token can't block or be blocked by non-Spirit creatures."

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honden of Cleansing Fire {3}{W}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, you gain 2 life for each Shrine you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honden of Infinite Rage {2}{R}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, Honden of Infinite Rage deals damage to any target equal to the number of Shrines you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honden of Life's Web {4}{G}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, create a 1/1 colorless Spirit creature token for each Shrine you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honden of Night's Reach {3}{B}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, target opponent discards a card for each Shrine you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Honden of Seeing Winds {4}{U}

Legendary Enchantment -- Shrine

At the beginning of your upkeep, draw a card for each Shrine you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ignoble Hierarch {G}

Creature -- Goblin Shaman

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {B}, {R}, or {G}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Indatha Triome

Land -- Plains Swamp Forest

({T}: Add {W}, {B}, or {G}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

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Island

Basic Land -- Island

({T}: Add {U}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jetmir's Garden

Land -- Mountain Forest Plains

({T}: Add {R}, {G}, or {W}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Journey to Nowhere {1}{W}

Enchantment

When this enchantment enters, exile target creature.
When this enchantment leaves the battlefield, return the exiled card to the battlefield under its owner's control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Jukai Naturalist {G}{W}

Enchantment Creature -- Human Monk

Lifelink
Enchantment spells you cast cost {1} less to cast.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kami of Bamboo Groves {G}

Enchantment Creature -- Spirit

When Kami of Bamboo Groves enters the battlefield, you may put a land card from your hand onto the battlefield tapped.
Channel -- {2}{G}, Discard Kami of Bamboo Groves: Conjure two cards named Forest into your hand.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kyoshi Island Plaza {3}{G}

Legendary Enchantment -- Shrine

When Kyoshi Island Plaza enters, search your library for up to X basic land cards, where X is the number of Shrines you control. Put those cards onto the battlefield tapped, then shuffle.
Whenever another Shrine you control enters, search your library for a basic land card, put it onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Leyline Binding {5}{W}

Enchantment

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Lush Portico

Land -- Forest Plains

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

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Mana Confluence

Land

{T}, Pay 1 life: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Marsh Flats

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Meticulous Archive

Land -- Plains Island

({T}: Add {W} 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

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

Mountain

Basic Land -- Mountain

({T}: Add {R}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Noble Hierarch (G)

Creature -- Human Druid

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)
{T}: Add {G}, {W}, or {U}.

0/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Northern Air Temple (B)

Legendary Enchantment -- Shrine

When Northern Air Temple enters, each opponent loses X life and you gain X life, where X is the number of Shrines you control.
Whenever another Shrine you control enters, each opponent loses 1 life and you gain 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Oko, Thief of Crowns (1)(G)(U)

Legendary Planeswalker -- Oko

[+2]: Create a Food token. (It's an artifact with "{2}, {T}, Sacrifice this token: You gain 3 life.")
[+1]: Target artifact or creature loses all abilities and becomes a green Elk creature with base power and toughness 3/3.
[-5]: Exchange control of target artifact or creature you control and target creature an opponent controls with power 3 or less.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Overgrown Tomb

Land -- Swamp Forest

({T}: Add {B} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Path to Exile {W}

Instant

Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Polluted Delta

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Prismatic Ending {X}{W}

Sorcery

Converge -- Exile target nonland permanent if its mana value is less than or equal to the number of colors of mana spent to cast this spell.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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

Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sacred Foundry

Land -- Mountain Plains

({T}: Add {R} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Sanctum of All (W)(U)(B)(R)(G)

Legendary Enchantment -- Shrine

At the beginning of your upkeep, you may search your library and/or graveyard for a Shrine card and put it onto the battlefield. If you search your library this way, shuffle.
If a triggered ability of another Shrine you control triggers while you control six or more Shrines, that ability triggers an additional time.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum of Calm Waters (3)(U)

Legendary Enchantment -- Shrine

At the beginning of your first main phase, you may draw X cards, where X is the number of Shrines you control. If you do, discard a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum of Fruitful Harvest (2)(G)

Legendary Enchantment -- Shrine

At the beginning of your first main phase, add X mana of any one color, where X is the number of Shrines you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum of Shattered Heights (2)(R)

Legendary Enchantment -- Shrine

{1}, Discard a land card or Shrine card: Sanctum of Shattered Heights deals X damage to target creature or planeswalker, where X is the number of Shrines you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum of Stone Fangs (1)(B)

Legendary Enchantment -- Shrine

At the beginning of your first main phase, each opponent loses X life and you gain X life, where X is the number of Shrines you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum of Tranquil Light (W)

Legendary Enchantment -- Shrine

{5}{W}: Tap target creature. This ability costs {1} less to activate for each Shrine you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sanctum Weaver (1)(G)

Enchantment Creature -- Dryad

{T}: Add X mana of any one color, where X is the number of enchantments you control.

0/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Satyr Enchanter (1)(G)(W)

Creature -- Satyr Druid

Whenever you cast an enchantment spell, draw a card.

2/2

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Scalding Tarn

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Seam Rip {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls with mana value 2 or less until this enchantment leaves the battlefield.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Setessan Champion {2}{G}

Creature -- Human Warrior

Constellation -- Whenever an enchantment you control enters, put a +1/+1 counter on this creature and draw a card.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Shadow of the Second Sun {4}{U}{U}

Enchantment -- Aura

Enchant player
At the beginning of each of enchanted player's postcombat main phases, there is an additional beginning phase after this phase. (The end step happens after the added untap, upkeep, and draw steps.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Solitude {3}{W}{W}

Creature -- Elemental Incarnation

Flash
Lifelink
When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.
Evoke--Exile a white card from your hand.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Southern Air Temple {3}{W}

Legendary Enchantment -- Shrine

When Southern Air Temple enters, put X +1/+1 counters on each creature you control, where X is the number of Shrines you control.
Whenever another Shrine you control enters, put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Spara's Headquarters

Land -- Forest Plains Island

({T}: Add {G}, {W}, or {U}.)
This land enters tapped.
Cycling {3} ({3}, Discard this card: Draw a card.)

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.
{T}: Add {C}.
{T}, Pay 1 life: Add one mana of any color.

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Static Prison {W}

Enchantment

When this enchantment enters, exile target nonland permanent an opponent controls until this enchantment leaves the battlefield. You get {E}{E} (two energy counters).
At the beginning of your first main phase, sacrifice this enchantment unless you pay {E}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sterling Grove {G}{W}

Enchantment

Other enchantments you control have shroud. (They can't be the targets of spells or abilities.)
{1}, Sacrifice this enchantment: Search your library for an enchantment card, reveal it, then shuffle and put that card on top.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Stomping Ground

Land -- Mountain Forest

({T}: Add {R} or {G}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swamp

Basic Land -- Swamp

({T}: Add {B}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Swords to Plowshares {W}

Instant

Exile target creature. Its controller gains life equal to its power.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sythis, Harvest's Hand {G}{W}

Legendary Enchantment Creature -- Nymph

Whenever you cast an enchantment spell, you gain 1 life and draw a card.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Teferi, Time Raveler {1}{W}{U}

Legendary Planeswalker -- Teferi

Each opponent can cast spells only any time they could cast a sorcery.
[+1]: Until your next turn, you may cast sorcery spells as though they had flash.
[-3]: Return up to one target artifact, creature, or enchantment to its owner's hand. Draw a card.

L 4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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The Birth of Meletis {1}{W}

Enchantment -- Saga

(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)
I -- Search your library for a basic Plains card, reveal it, put it into your hand, then shuffle.
II -- Create a 0/4 colorless Wall artifact creature token with defender.
III -- You gain 2 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The One Ring {4}

Legendary Artifact

Indestructible
When The One Ring enters, if you cast it, you gain protection from everything until your next turn.
At the beginning of your upkeep, you lose 1 life for each burden counter on The One Ring.
{T}: Put a burden counter on The One Ring, then draw a card for each burden counter on The One Ring.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Spirit Oasis {2}{U}

Legendary Enchantment -- Shrine

When The Spirit Oasis enters, draw a card for each Shrine you control.
Whenever another Shrine you control enters, draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Unbridled Growth {G}

Enchantment -- Aura

Enchant land
Enchanted land has "{T}: Add one mana of any color."
Sacrifice this Aura: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.)

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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.

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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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Verdant Dread {1}{G}

Enchantment

Whenever Verdant Dread or another permanent you control named Verdant Dread enters, manifest dread.
{3}{G}{G}: Conjure a card named Verdant Dread onto the battlefield. Activate only as a sorcery.

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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Witch Enchanter {3}{W}

Creature -- Human Warlock

When this creature enters, destroy target artifact or enchantment an opponent controls.

2/2

- - - BACK FACE - - -

Witch-Blessed Meadow

Land

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

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Wolfwillow Haven {1}{G}

Enchantment -- Aura

Enchant land
Whenever enchanted land is tapped for mana, its controller adds an additional {G}.
{4}{G}, Sacrifice this Aura: Create a 2/2 green Wolf creature token. Activate only during your turn.

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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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