## Ancient Tomb

Land

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Blast Zone

Land

This land enters with a charge counter on it.
{T}: Add {C}.
{X}{X}, {T}: Put X charge counters on this land.
{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Bojuka Bog

Land

This land enters tapped.
When this land enters, exile target player's graveyard.
{T}: Add {B}.

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Crop Rotation (G)

Instant

As an additional cost to cast this spell, sacrifice a land.
Search your library for a land card, put that card onto the battlefield, then shuffle.

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Instant

As an additional cost to cast this spell, sacrifice a land.
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**Playtest cards - Sharkcaster_Mage - Lands (Legacy League)** sheet 1/10 - 8 cards - 2.5 x 3.5 in each

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Search your library for a land card, put that card onto the battlefield, then shuffle.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Dark Depths

Legendary Snow Land

Dark Depths enters with ten ice counters on it.
{3}: Remove an ice counter from Dark Depths.
When Dark Depths has no ice counters on it, sacrifice it. If you do, create Marit Lage, a legendary 20/20 black Avatar creature token with flying and indestructible.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.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 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



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## Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Ghost Quarter

Land

{T}: Add {C}.
{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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karakas

Legendary Land

{T}: Add {W}.
{T}: Return target legendary creature to its owner's hand.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Return target legendary creature to its owner's hand.

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## Key to the Side-Door (1)

Artifact

{2}, {T}: Target creature can't be blocked this turn.
{1}, {T}, Discard a legendary card with the same name as a legendary permanent you control: Draw two cards.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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**Life from the Loam** (1)(G)

Sorcery

Return up to three target land cards from your graveyard to your hand. Dredge 3 (If you would draw a card, you may mill three cards instead. If you do, return this card from your graveyard to your hand.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Malevolent Rumble** (1)(G)

Sorcery

Reveal the top four cards of your library. You may put a permanent card from among them into your hand. Put the rest into your graveyard. Create a 0/1 colorless Eldrazi Spawn creature token with "Sacrifice this token: Add {C}."

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## Maze of Ith

Land

{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mox Diamond (0)

Artifact

If this artifact would enter, you may discard a land card instead. If you do, put this artifact onto the battlefield. If you don't, put it into its owner's graveyard.
{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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{T}: Add one mana of any color.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Pithing Needle (1)

Artifact

As this artifact enters, choose a card name.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Skateboard (1)

Artifact -- Equipment

When this Equipment enters, tap target permanent.
Equipped creature gets +1/+0 and has haste.
Equip {1} ({1}: Attach to target creature you control. Equip only as a sorcery.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Soul-Guide Lantern (1)

Artifact

When this artifact enters, exile target card from a graveyard.
{T}, Sacrifice this artifact: Exile each opponent's graveyard.
{1}, {T}, Sacrifice this artifact: Draw a card.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev



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## Sphere of Resistance {2}

Artifact

Spells cost {1} more to cast.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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## Thespian's Stage

Land

{T}: Add {C}.
{2}, {T}: This land becomes a copy of target land, except it has this ability.

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**Playtest cards - Sharkcaster_Mage - Lands (Legacy League)** sheet 6/10 - 8 cards - 2.5 x 3.5 in each

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**The Tabernacle at Pendrell Vale**

Legendary Land

All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."

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.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Wasteland**

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

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## Wasteland

Land

{T}: Add {C}.
{T}, Sacrifice this land: Destroy target nonbasic land.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Yavimaya, Cradle of Growth

Legendary Land

Each land is a Forest in addition to its other land types.

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


## Choke (2)(G)

Enchantment

Islands don't untap during their controllers' untap steps.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev


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**Dismember** {1}{BP}{BP}

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

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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

**Disruptor Flute** {2}

Artifact

Flash
As this artifact enters, choose a card name.
Spells with the chosen name cost {3} more to cast.
Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Artifact

Flash
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Spells with the chosen name cost {3} more to cast.
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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Endurance** {1}{G}{G}

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 PLAY botbox.dev

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[sideboard]

3/4

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**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 PLAY botbox.dev

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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 PLAY botbox.dev

**Icetill Explorer** 2GG

Creature -- Insect Scout

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Icetill Explorer** 2GG

Creature -- Insect Scout

You may play an additional land on each of your turns.
You may play lands from your graveyard.
Landfall -- Whenever a land you control enters, mill a card.

[sideboard]

2/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**Playtest cards - Sharkcaster_Mage - Lands (Legacy League)** sheet 10/10 - 4 cards - 2.5 x 3.5 in each

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