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| <div><div><div>Bojuka Bog</div><div>Land</div><div><p>This land enters tapped.</p><p>When this land enters, exile target player's graveyard.</p><p>{T}: Add {B}.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                     | <div><div><div>Boseiju, Who Endures</div><div>Legendary Land</div><div><p>{T}: Add {G}.</p><p>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Crop Rotation</div><div>Instant</div><div><p>As an additional cost to cast this spell, sacrifice a land.</p><p>Search your library for a land card, put that card onto the battlefield, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                 | <div><div><div>Crop Rotation</div><div>Instant</div><div><p>As an additional cost to cast this spell, sacrifice a land.</p><p>Search your library for a land card, put that card onto the battlefield, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                 |
| <div><div><div>Crop Rotation</div><div>Instant</div><div><p>As an additional cost to cast this spell, sacrifice a land.</p><p>Search your library for a land card, put that card onto the battlefield, then shuffle.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dark Depths</div><div>Legendary Snow Land</div><div><p>Dark Depths enters with ten ice counters on it.</p><p>{3}: Remove an ice counter from Dark Depths.</p><p>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                      | <div><div><div>Dark Depths</div><div>Legendary Snow Land</div><div><p>Dark Depths enters with ten ice counters on it.</p><p>{3}: Remove an ice counter from Dark Depths.</p><p>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div><div>Dark Depths</div><div>Legendary Snow Land</div><div><p>Dark Depths enters with ten ice counters on it.</p><p>{3}: Remove an ice counter from Dark Depths.</p><p>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.</p></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> |

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| <div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  | <div><div>Exploration</div><div>Enchantment</div><div>You may play an additional land on each of your turns.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                  |
| <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Field of the Dead</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {C}.<br/>Whenever this land or another land you control enters, if you control seven or more lands with different names, create a 2/2 black Zombie creature token.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <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>Ghost Quarter</div><div>Land</div><div>{T}: Add {C}.<br/>{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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           | <div><div>Karakas</div><div>Legendary Land</div><div>{T}: Add {W}.<br/>{T}: Return target legendary creature to its owner's hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                        |
| <div><div>Life from the Loam<div>16</div></div><div>Sorcery</div><div>Return up to three target land cards from your graveyard to your hand.<br/>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Life from the Loam<div>16</div></div><div>Sorcery</div><div>Return up to three target land cards from your graveyard to your hand.<br/>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Life from the Loam<div>16</div></div><div>Sorcery</div><div>Return up to three target land cards from your graveyard to your hand.<br/>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Malevolent Rumble<div>16</div></div><div>Sorcery</div><div>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}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Malevolent Rumble</div><div>①⑥</div></div><div>Sorcery</div><div>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}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Manabond</div><div>⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, you may reveal your hand and put all land cards from it onto the battlefield. If you do, discard your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Manabond</div><div>⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, you may reveal your hand and put all land cards from it onto the battlefield. If you do, discard your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Manabond</div><div>⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, you may reveal your hand and put all land cards from it onto the battlefield. If you do, discard your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Manabond</div><div>⑥</div></div><div>Enchantment</div><div>At the beginning of your end step, you may reveal your hand and put all land cards from it onto the battlefield. If you do, discard your hand.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                            | <div><div><div>Maze of Ith</div></div><div>Land</div><div>{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Maze of Ith</div></div><div>Land</div><div>{T}: Untap target attacking creature. Prevent all combat damage that would be dealt to and dealt by that creature this turn.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                   | <div><div><div>Misty Rainforest</div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                         |

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| <div><div>Mulch<div>16</div></div><div>Sorcery</div><div>Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div>Mulch<div>16</div></div><div>Sorcery</div><div>Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mulch<div>16</div></div><div>Sorcery</div><div>Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Mulch<div>16</div></div><div>Sorcery</div><div>Reveal the top four cards of your library. Put all land cards revealed this way into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                        |
| <div><div>Otawara, Soaring City</div><div>Legendary Land</div><div>{T}: Add {U}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Rishadan Port</div><div>Land</div><div>{T}: Add {C}.<br/>{1}, {T}: Tap target land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                             | <div><div>Sejiri Steppe</div><div>Land</div><div>This land enters tapped. When this land enters, target creature you control gains protection from the color of your choice until end of turn.<br/>{T}: Add {W}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Snow-Covered Forest</div><div>Basic Snow Land -- Forest</div><div>{T}: Add {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                            | <div><div>Taiga</div><div>Land -- Mountain Forest</div><div>{T}: Add {R} or {G}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                     | <div><div>Talon Gates of Madara</div><div>Land -- Gate</div><div>When this land enters, up to one target creature phases out.<br/>{T}: Add {C}.<br/>{1}, {T}: Add one mana of any color.<br/>{4}: Put this card from your hand onto the battlefield.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>  |
| <div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Thespian's Stage</div><div>Land</div><div>{T}: Add {C}.<br/>{2}, {T}: This land becomes a copy of target land, except it has this ability.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>The Tabernacle at Pendrell Vale</div><div>Legendary Land</div><div>All creatures have "At the beginning of your upkeep, destroy this creature unless you pay {1}."</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                         | <div><div>Tranquil Thicket</div><div>Land</div><div>This land enters tapped.<br/>{T}: Add {G}.<br/>Cycling {G} ({G}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><b>Tropical Island</b></div><div>Land -- Forest Island</div><div>{T}: Add {G} or {U}.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                              | <div><div><b>Verdant Catacombs</b></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       | <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                       |
| <div><div><b>Wasteland</b></div><div>Land</div><div>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target nonbasic land.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Waterlogged Grove</b></div><div>Land</div><div>{T}, Pay 1 life: Add {G} or {U}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                 | <div><div><b>Winding Way</b> 16</div><div>Sorcery</div><div>Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><b>Winding Way</b> 16</div><div>Sorcery</div><div>Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div><div>Winding Way</div><div>①⑥</div></div><div>Sorcery</div><div>Choose creature or land. Reveal the top four cards of your library. Put all cards of the chosen type revealed this way into your hand and the rest into your graveyard.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                        | <div><div><div>Windswept Heath</div><div></div></div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Plains card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Yavimaya, Cradle of Growth</div><div></div></div><div>Legendary Land</div><div>Each land is a Forest in addition to its other land types.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                     |
| <div><div><div>Damping Sphere</div><div>②</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Damping Sphere</div><div>②</div></div><div>Artifact</div><div>If a land is tapped for two or more mana, it produces {C} instead of any other type and amount. Each spell a player casts costs {1} more to cast for each other spell that player has cast this turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dismember</div><div>①BPBP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>               | <div><div><div>Dismember</div><div>①BPBP</div></div><div>Instant</div><div>{B/P} can be paid with either {B} or 2 life.) Target creature gets -5/-5 until end of turn.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div><div>Force of Vigor</div><div>2GG</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Force of Vigor</div><div>2GG</div></div><div>Instant</div><div>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.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                       | <div><div><div>Glacial Chasm</div></div><div>Land</div><div>Cumulative upkeep--Pay 2 life. (At the beginning of your upkeep, put an age counter on this permanent, then sacrifice it unless you pay its upkeep cost for each age counter on it.) When this land enters, sacrifice a land. Creatures you control can't attack. Prevent all damage that would be dealt to you.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>2BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div><div>Leyline of the Void</div><div>2BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>2BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Leyline of the Void</div><div>2BB</div></div><div>Enchantment</div><div>If this card is in your opening hand, you may begin the game with it on the battlefield. If a card would be put into an opponent's graveyard from anywhere, exile it instead.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                         | <div><div><div>Pyroclasm</div><div>1R</div></div><div>Sorcery</div><div>Pyroclasm deals 2 damage to each creature.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   |

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| <div> <div>Pyroclasm</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Pyroclasm</div> <div> <div>1</div> <div>R</div> </div> </div> <div>Sorcery</div> <div>Pyroclasm deals 2 damage to each creature.</div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Veil of Summer</div> <div> <div>G</div> </div> </div> <div>Instant</div> <div>           Draw a card if an opponent has cast a blue or black spell this turn. Spells you control can't be countered this turn. You and permanents you control gain hexproof from blue and from black until end of turn. (You and they can't be the targets of blue or black spells or abilities your opponents control.)         </div> <div>[sideboard]</div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |  |
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