

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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.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 PLAYbotbox.dev
Autochthon Wurm 19GGGW Creature -- Wurm Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Autochthon Wurm 19GGGW Creature -- Wurm Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Autochthon Wurm 19GGGW Creature -- Wurm Convoke (Your creatures can help cast this spell. Each creature you tap while casting this spell pays for {1} or one mana of that creature's color.) Trample 9/14 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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 PLAYbotbox.dev

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Bristling Backwoods

Land - - Desert

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When this land enters, it deals 1
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Bristling Backwoods

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This land enters tapped.
When this land enters, it deals 1
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{T}: Add {R} or {G}.

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②③

Instant

Reveal cards from the top of your library until you reveal a nonland card. Put the revealed cards on the bottom of your library in a random order. When you reveal a nonland card this way, Calibrated Blast deals damage equal to that card's mana value to any target.

Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

②②

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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.)

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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
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graveyard.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Emrakul, the Aeons Torn Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emrakul, the Aeons Torn Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emrakul, the Aeons Torn Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Emrakul, the Aeons Torn Legendary Creature -- Eldrazi This spell can't be countered. When you cast this spell, take an extra turn after this one. Flying, protection from spells that are one or more colors, annihilator 6 When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library. 15/15 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Emrakul, the Promised End 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 13/13 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Fiery Islet Land {T}, Pay 1 life: Add {U} or {R}. {1}, {T}, Sacrifice this land: Draw a card. 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. 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. 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.	Mountain Basic Land -- Mountain ({T} : Add {R} .)	Mountain Basic Land -- Mountain ({T} : Add {R} .)	Mountain Basic Land -- Mountain ({T} : Add {R} .)
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Raffine's Tower Land -- Plains Island Swamp ({T} : Add {W}, {U}, or {B} .) This land enters tapped. Cycling {3} ({3} , Discard this card: Draw a card.)	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.	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.	Scion of Draco 12 Artifact Creature -- Dragon Domain -- This spell costs {2} less to cast for each basic land type among lands you control. Flying Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green. 4/4
PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

12

Domain -- This spell costs {2} less to cast for each basic land type among lands you control.

Each creature you control has vigilance if it's white, hexproof if it's blue, lifelink if it's black, first strike if it's red, and trample if it's green.

4/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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4/4

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13

If your life total is less than your starting life total, this spell costs {X} less to cast, where X is the difference.

7/7

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7/7

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{T}: Add {R}.
Channel -- {3}{R}, Discard this card: Create two 1/1 colorless Spirit creature tokens. They gain haste until end of turn. This ability costs {1} less to activate for each legendary creature you control.

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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 PLAYbotbox.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 PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Sunscorched Desert Land -- Desert When this land enters, it deals 1 damage to target player or planeswalker. {T}: Add {C}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
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Ugin's Labyrinth

Land

Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.

{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.
{T}: Return the exiled card to its owner's hand.

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{T}: Return the exiled card to its owner's hand.

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Arena of Glory

Land

This land enters tapped unless you control a Mountain.

$$\{T\}: \text{Add } \{R\}.$$

[R], {T}, Exert this land: Add [R]{R}. If that mana is spent on a creature spell, it gains haste until end of turn. (An exerted permanent won't untap during your next untap step.)

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Shelters All

Legendary Land

Boseiju enters tapped.

{T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered.

[sidebar]

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Boseiju, Who Shelters All

Legendary Land

Boseiju enters tapped.

{T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered.

[sidebar]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Shelters All

Legendary Land

Boseiju enters tapped.

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[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Shelters All Legendary Land Boseiju enters tapped. {T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desert Land -- Desert {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desert Land -- Desert {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Desert Land -- Desert {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Desert Land -- Desert {T}: Add {C}. {T}: This land deals 1 damage to target attacking creature. Activate only during the end of combat step. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mishra's Factory Land {T}: Add {C}. {1}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {T}: Target Assembly-Worker creature gets +1/+1 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mishra's Foundry Land {T}: Add {C}. {2}: This land becomes a 2/2 Assembly-Worker artifact creature until end of turn. It's still a land. {1}, {T}: Target attacking Assembly-Worker gets +2/+2 until end of turn. [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Mountain Basic Land -- Mountain ({T}: Add {R}.) [sideboard] PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	
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