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| <div><div>Archdruid's Charm</div><div><div>G</div><div>G</div><div>G</div></div></div> <div><div>Instant</div><div>Choose one --<br/>* Search your library for a creature or land card and reveal it. Put it onto the battlefield tapped if it's a land card. Otherwise, put it into your hand. Then shuffle.<br/>* Put a +1/+1 counter on target creature you control. It deals damage equal to its power to target creature you don't control.<br/>* Exile target artifact or enchantment.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Arid Mesa</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Plains card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                | <div><div>Bayou</div></div> <div><div>Land -- Swamp Forest</div><div>{T}: Add {B} or {G}.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                      | <div><div>Birds of Paradise</div><div>G</div></div> <div><div>Creature -- Bird</div><div>Flying<br/>{T}: Add one mana of any color.</div></div> <div><div>0/1</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                    |
| <div><div>Bloodstained Mire</div></div> <div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Mountain card, put it onto the battlefield, then shuffle.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div>                                                                                                                                                                                                                                                                                          | <div><div>Boseiju, Who Endures</div></div> <div><div>Legendary Land</div><div>{T}: Add {G}.<br/>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.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Conduit of Worlds</div><div><div>2</div><div>G</div><div>G</div></div></div> <div><div>Artifact</div><div>You may play lands from your graveyard.<br/>{T}: Choose target nonland permanent card in your graveyard. If you haven't cast a spell this turn, you may cast that card. If you do, you can't cast additional spells this turn. Activate only as a sorcery.</div></div> <div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> | <div><div>Courser of Kruphix</div><div><div>1</div><div>G</div><div>G</div></div></div> <div><div>Enchantment Creature -- Centaur</div><div>Play with the top card of your library revealed.<br/>You may play lands from the top of your library.<br/>Landfall -- Whenever a land you control enters, you gain 1 life.</div></div> <div><div>2/4</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div> |

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|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <div>Crop Rotation</div> <div>Instant</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Damn</div> <div>Sorcery</div> <div>Destroy target creature. A creature destroyed this way can't be regenerated. Overload {2}{W}{W} (You may cast this spell for its overload cost. If you do, change "target" in its text to "each.")</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                   | <div>Dark Depths</div> <div>Legendary Snow Land</div> <div>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.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Deathrite Shaman</div> <div>Creature -- Elf Shaman</div> <div>{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.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Dryad Arbor</div> <div>Land Creature -- Forest Dryad</div> <div>(This land isn't a spell, it's affected by summoning sickness, and it has "{T}: Add {G}.")</div> <div>1/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                      | <div>Eldritch Evolution</div> <div>Sorcery</div> <div>As an additional cost to cast this spell, sacrifice a creature. Search your library for a creature card with mana value X or less, where X is 2 plus the sacrificed creature's mana value. Put that card onto the battlefield, then shuffle. Exile Eldritch Evolution.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Elvish Reclaimer</div> <div>Creature -- Elf Warrior</div> <div>This creature gets +2/+2 as long as there are three or more land cards in your graveyard. {2}, {T}, Sacrifice a land: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</div> <div>1/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                               | <div>Endurance</div> <div>Creature -- Elemental Incarnation</div> <div>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.</div> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                       |

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| <div> <b>Eternal Witness</b> <div> <div>1</div> <div>G</div> <div>G</div> </div> </div> <div>           Creature -- Human Shaman         </div> <div>           When this creature enters, you may return target card from your graveyard to your hand.         </div> <div> <div>2/1</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                            | <div> <b>Expedition Map</b> <div> <div>1</div> </div> </div> <div>           Artifact         </div> <div>           {2}, {T}, Sacrifice this artifact: Search your library for a land card, reveal it, put it into your hand, then shuffle.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Fatal Push</b> <div> <div>B</div> </div> </div> <div>           Instant         </div> <div>           Destroy target creature if it has mana value 2 or less.<br/>           Revolt -- Destroy that creature if it has mana value 4 or less instead if a permanent left the battlefield under your control this turn.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Field of the Dead</b> </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 PLAY           botbox.dev         </div> |
| <div> <b>Flagstones of Trokair</b> </div> <div>           Legendary Land         </div> <div>           {T}: Add {W}.<br/>           When Flagstones of Trokair is put into a graveyard from the battlefield, you may search your library for a Plains card, put it onto the battlefield tapped, then shuffle.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Forest</b> </div> <div>           Basic Land -- Forest         </div> <div>           ({T}: Add {G}.)         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                               | <div> <b>Gaea's Cradle</b> </div> <div>           Legendary Land         </div> <div>           {T}: Add {G} for each creature you control.         </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                     | <div> <b>Giver of Runes</b> <div> <div>W</div> </div> </div> <div>           Creature -- Kor Cleric         </div> <div>           {T}: Another target creature you control gains protection from colorless or from the color of your choice until end of turn.         </div> <div> <div>1/2</div> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                              |

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| <div> <b>Glacial Chasm</b> </div> <div> Land </div> <div> <p>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.)</p> <p>When this land enters, sacrifice a land.</p> <p>Creatures you control can't attack. Prevent all damage that would be dealt to you.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Green Sun's Zenith</b> <div>XG</div> </div> <div> Sorcery </div> <div> <p>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.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Grist, the Hunger Tide</b> <div>1BG</div> </div> <div> Legendary Planeswalker -- Grist </div> <div> <p>As long as Grist isn't on the battlefield, it's a 1/1 Insect creature in addition to its other types.</p> <p>[+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.</p> <p>[-2]: You may sacrifice a creature. When you do, destroy target creature or planeswalker.</p> <p>[-5]: Each opponent loses life equal to the number of creature cards in your graveyard.</p> </div> <div> <div>L3</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <b>Horizon Canopy</b> </div> <div> Land </div> <div> <p>{T}, Pay 1 life: Add {G} or {W}. {1}, {T}, Sacrifice this land: Draw a card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
| <div> <b>Ignoble Hierarchy</b> <div>G</div> </div> <div> Creature -- Goblin Shaman </div> <div> <p>Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)</p> <p>{T}: Add {B}, {R}, or {G}.</p> </div> <div> <div>0/1</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                       | <div> <b>Indatha Triome</b> </div> <div> Land -- Plains Swamp Forest </div> <div> <p>{T}: Add {W}, {B}, or {G}.)</p> <p>This land enters tapped.</p> <p>Cycling {3} ({3}, Discard this card: Draw a card.)</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                  | <div> <b>Inquisition of Kozilek</b> <div>B</div> </div> <div> Sorcery </div> <div> <p>Target player reveals their hand. You choose a nonland card from it with mana value 3 or less. That player discards that card.</p> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                                                                                                                                                                                               | <div> <b>Invasion of Ikorla</b> <div>XGG</div> </div> <div> Battle -- Siege </div> <div> <p>(As a Siege enters, choose an opponent to protect it. You and others can attack it. When it's defeated, exile it, then cast it transformed.)</p> <p>When this Siege enters, search your library and/or graveyard for a non-Human creature card with mana value X or less and put it onto the battlefield. If you search your library this way, shuffle.</p> </div> <div> <div>D6</div> </div> <div> <div>BACK FACE</div> </div> <div> <b>Zilortha, Apex of Ikorla</b> </div> <div> Legendary Creature -- Dinosaur </div> <div> <p>Reach</p> <p>For each non-Human creature you control, you may have that creature assign its combat damage as though it weren't blocked.</p> </div> <div> <div>8/8</div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

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| <div>Karakas</div> <div>Legendary Land</div> <div>{T}: Add {W}.</div> <div>{T}: Return target legendary creature to its owner's hand.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                           | <div>Knight of Autumn 1GW</div> <div>Creature -- Dryad Knight</div> <div>When this creature enters, choose one --</div> <div>* Put two +1/+1 counters on this creature.</div> <div>* Destroy target artifact or enchantment.</div> <div>* You gain 4 life.</div> <div>2/1</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                         | <div>Knight of the Reliquary 1GW</div> <div>Creature -- Human Knight</div> <div>This creature gets +1/+1 for each land card in your graveyard.</div> <div>{T}, Sacrifice a Forest or Plains: Search your library for a land card, put it onto the battlefield, then shuffle.</div> <div>2/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Legolas's Quick Reflexes G</div> <div>Instant</div> <div>Split second (As long as this spell is on the stack, players can't cast spells or activate abilities that aren't mana abilities.)</div> <div>Untap target creature. Until end of turn, it gains reach, hexproof, and "Whenever this creature becomes tapped, it deals damage equal to its power to up to one target creature."</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <div>Life from the Loam 1G</div> <div>Sorcery</div> <div>Return up to three target land cards from your graveyard to your hand.</div> <div>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>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lumra, Bellow of the Woods 4GG</div> <div>Legendary Creature -- Elemental Bear</div> <div>Reach, vigilance</div> <div>Lumra's power and toughness are each equal to the number of lands you control.</div> <div>When Lumra enters, mill four cards. Then return all land cards from your graveyard to the battlefield tapped.</div> <div>*/*</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <div>Lush Portico</div> <div>Land -- Forest Plains</div> <div>{T}: Add {G} or {W}.)</div> <div>This land enters tapped.</div> <div>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                            | <div>Marsh Flats</div> <div>Land</div> <div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Plains or Swamp card, put it onto the battlefield, then shuffle.</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                 |

## 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

## Mother of Runes

W

Creature -- Human Cleric

**{T}**: Target creature you control gains protection from the color of your choice until end of turn.

1/1

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**Mox Diamond**

©

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

**Mox Emerald**

©

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mox Pearl

①

Artifact

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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Mutated Cultist

2 B

Creature -- Eldrazi Horror

Devoid (This card has no color.)  
When you cast this spell, remove all  
counters from up to one target  
permanent or opponent. The next  
spell you cast this turn costs {1}  
less to cast for each counter  
removed this way.  
Deathtouch

1/3

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## Natural Order

2GG

Sorcerv

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

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## 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

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| <b>Opposition Agent</b> (2)(B)<br>Creature -- Human Rogue<br>Flash<br>You control your opponents while they're searching their libraries. While an opponent is searching their library, they exile each card they find. You may play those cards for as long as they remain exiled, and you may spend mana as though it were mana of any color to cast them.<br><div>3/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Orcish Bowmasters</b> (1)(B)<br>Creature -- Orc Archer<br>Flash<br>When this creature enters and whenever an opponent draws a card except the first one they draw in each of their draw steps, this creature deals 1 damage to any target. Then amass Orcs 1.<br><div>1/1</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Overgrown Tomb</b><br>Land -- Swamp Forest<br>({T}: Add {B} or {G}.)<br>As this land enters, you may pay 2 life. If you don't, it enters tapped.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                       | <b>Palace Jailer</b> (2)(W)(W)<br>Creature -- Human Soldier<br>When this creature enters, you become the monarch.<br>When this creature enters, exile target creature an opponent controls until an opponent becomes the monarch.<br><div>2/2</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev |
| <b>Path to Exile</b> (W)<br>Instant<br>Exile target creature. Its controller may search their library for a basic land card, put that card onto the battlefield tapped, then shuffle.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                           | <b>Plains</b><br>Basic Land -- Plains<br>({T}: Add {W}.)<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                            | <b>Primeval Titan</b> (4)(G)(G)<br>Creature -- Giant<br>Trample<br>Whenever this creature enters or attacks, you may search your library for up to two land cards, put them onto the battlefield tapped, then shuffle.<br><div>6/6</div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev | <b>Prismatic Ending</b> (X)(W)<br>Sorcery<br>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.<br><div></div> PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                            |

**G W**

Exalted (Whenever a creature you control attacks alone, that creature gets +1/+1 until end of turn.)  
{1}, Sacrifice this creature:  
Destroy target artifact or enchantment.

**2/2**

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

2 G

You may play lands from your graveyard.

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

**(B)**

Put target creature card from a graveyard onto the battlefield under your control. You lose life equal to that card's mana value.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

1 G W

Revolt -- When this creature enters, if a permanent left the battlefield under your control this turn, return target permanent card with mana value 2 or less from your graveyard to the battlefield.

3/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

$$(\{T\}: \text{Add } \{G\} \text{ or } \{W\}.)$$

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ②

{G}: Exile target card from a graveyard. If it was a creature card, put a +1/+1 counter on this creature and you gain 1 life.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

( $\{T\}$ : Add  $\{W\}$  or  $\{B\}$ .)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

① ⑥

Flash  
Flying, protection from blue  
Return a Forest you control to its  
owner's hand: Untap target creature.  
Activate only once each turn.

1/1

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| <b>Seasoned Dungeoneer</b> (3)(W)<br><hr/> Creature -- Human Warrior<br><hr/> <p>When this creature enters, you take the initiative.<br/>Whenever you attack, target attacking Cleric, Rogue, Warrior, or Wizard gains protection from creatures until end of turn. It explores. (Reveal the top card of your library. Put that card into your hand if it's a land. Otherwise, put a +1/+1 counter on the creature, then put the card back or put it into your graveyard.)</p> <div>3/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Shadowspear</b> (1)<br><hr/> Legendary Artifact -- Equipment<br><hr/> <p>Equipped creature gets +1/+1 and has trample and lifelink.<br/>{1}: Permanents your opponents control lose hexproof and indestructible until end of turn.<br/>Equip {2}</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                               | <b>Shifting Woodland</b><br><hr/> Land<br><hr/> <p>This land enters tapped unless you control a Forest.<br/>{T}: Add {G}.<br/>Delirium -- {2}{G}{G}: This land becomes a copy of target permanent card in your graveyard until end of turn. Activate only if there are four or more card types among cards in your graveyard.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                 | <b>Six</b> (2)(G)<br><hr/> Legendary Creature -- Treefolk<br><hr/> <p>Reach<br/>Whenever Six attacks, mill three cards. You may put a land card from among them into your hand.<br/>During your turn, nonland permanent cards in your graveyard have retrace. (You may cast permanent cards from your graveyard by discarding a land card in addition to paying their other costs.)</p> <div>2/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> |
| <b>Snow-Covered Forest</b><br><hr/> Basic Snow Land -- Forest<br><hr/> <p>{T}: Add {G}.)</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                                                                                                                                   | <b>Solitude</b> (3)(W)(W)<br><hr/> Creature -- Elemental Incarnation<br><hr/> <p>Flash<br/>Lifelink<br/>When this creature enters, exile up to one other target creature. That creature's controller gains life equal to its power.<br/>Evoke--Exile a white card from your hand.</p> <div>3/2</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Sowing Mycospawn</b> (3)(G)<br><hr/> Creature -- Eldrazi Fungus<br><hr/> <p>Devoid (This card has no color.)<br/>Kicker {1}{C} (You may pay an additional {1}{C} as you cast this spell.)<br/>When you cast this spell, search your library for a land card, put it onto the battlefield, then shuffle.<br/>When you cast this spell, if it was kicked, exile target land.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> | <b>Strip Mine</b><br><hr/> Land<br><hr/> <p>{T}: Add {C}.<br/>{T}, Sacrifice this land: Destroy target land.</p> <div>3/3</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div>                                                                                                                                                                                                                                                                        |

## Swamp

Basic Land -- Swamp

$$(\{T\}: \text{Add } \{B\}.)$$

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Swords to Plowshares 

Instant

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

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**Sylvan Safekeeper** 

Creature -- Human Wizard

Sacrifice a land: Target creature you control gains shroud until end of turn. (It can't be the target of spells or abilities.)

1/1

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Sylvan Scrying ①⑥

Sorcery

Search your library for a land card,  
reveal it, put it into your hand,  
then shuffle.

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**Tainted Pact** (1)(B)

Instant

Exile the top card of your library. You may put that card into your hand unless it has the same name as another card exiled this way. Repeat this process until you put a card into your hand or you exile two cards with the same name, whichever comes first.

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## Talon Gates of Madara

Land - - Gate

When this land enters, up to one target creature phases out.

{T}: Add {C}.

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

{4}: Put this card from your hand onto the battlefield.

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## Temple Garden

Land -- Forest Plains

As this land enters, you may pay 2 life. If you don't, it enters tapped.

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## Thalia and The Gitrog Monster (1)(W)(B)(G)

Legendary Creature -- Human Frog Horror

First strike, deathtouch  
You may play an additional land on each of your turns.  
Creatures and nonbasic lands your opponents control enter tapped.  
Whenever Thalia and The Gitrog Monster attacks, sacrifice a creature or land, then draw a card.

4/4

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| <div> <b>The Necrobloom</b> <span>1WBG</span> </div> <div>           Legendary Creature -- Plant         </div> <div> <p>Landfall -- Whenever a land you control enters, create a 0/1 green Plant creature token. If you control seven or more lands with different names, create a 2/2 black Zombie creature token instead.</p> <p>Land cards in your graveyard have dredge 2. (You may return a land card from your graveyard to your hand and mill two cards instead of drawing a card.)</p> </div> <div> <div>2/7</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Thespian's Stage</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.</p> <p>{2}, {T}: This land becomes a copy of target land, except it has this ability.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                                                                                                               | <div> <b>Thoughtseize</b> <span>B</span> </div> <div>           Sorcery         </div> <div> <p>Target player reveals their hand. You choose a nonland card from it. That player discards that card. You lose 2 life.</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                            | <div> <b>Tireless Tracker</b> <span>2G</span> </div> <div>           Creature -- Human Scout         </div> <div> <p>Landfall -- Whenever a land you control enters, investigate. (Create a Clue token. It's an artifact with "{2}, Sacrifice this token: Draw a card.")</p> <p>Whenever you sacrifice a Clue, put a +1/+1 counter on this creature.</p> </div> <div> <div>3/2</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> |
| <div> <b>Titania, Protector of Argoth</b> <span>3GG</span> </div> <div>           Legendary Creature -- Elemental         </div> <div> <p>When Titania enters, return target land card from your graveyard to the battlefield.</p> <p>Whenever a land you control is put into a graveyard from the battlefield, create a 5/3 green Elemental creature token.</p> </div> <div> <div>5/3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                                                                                | <div> <b>Tyvar, Jubilant Brawler</b> <span>1BG</span> </div> <div>           Legendary Planeswalker -- Tyvar         </div> <div> <p>You may activate abilities of creatures you control as though those creatures had haste.</p> <p>[+1]: Untap up to one target creature.</p> <p>[-2]: Mill three cards, then you may return a creature card with mana value 2 or less from your graveyard to the battlefield.</p> </div> <div> <div>L 3</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Underground Mortuary</b> </div> <div>           Land -- Swamp Forest         </div> <div> <p>{T}: Add {B} or {G}.)</p> <p>This land enters tapped.</p> <p>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p> </div> <div> <div></div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div> | <div> <b>Undermountain Adventurer</b> <span>3G</span> </div> <div>           Creature -- Giant Warrior         </div> <div> <p>Vigilance</p> <p>When this creature enters, you take the initiative.</p> <p>{T}: Add {G}{G}. If you've completed a dungeon, add six {G} instead.</p> </div> <div> <div>3/4</div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> </div>                                                                      |

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| <div> <b>Urborg, Tomb of Yawgmoth</b> </div> <div>           Legendary Land         </div> <div> <p>Each land is a Swamp in addition to its other land types.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                       | <div> <b>Urza's Cave</b> </div> <div>           Land -- Urza's Cave         </div> <div> <p>{T}: Add {C}.<br/>           {3}, {T}, Sacrifice this land:<br/>           Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Urza's Saga</b> </div> <div>           Enchantment Land -- Urza's Saga         </div> <div> <p>(As this Saga enters and after your draw step, add a lore counter. Sacrifice after III.)<br/>           I -- This Saga gains "{T}: Add {C}."<br/>           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.'"<br/>           III -- Search your library for an artifact card with mana cost {0} or {1}, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Vampire Hexmage</b> </div> <div>           Creature -- Vampire Shaman         </div> <div> <p>First strike<br/>           Sacrifice this creature: Remove all counters from target permanent.</p> </div> <div> <div>2/1</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                          |
| <div> <b>Verdant Catacombs</b> </div> <div>           Land         </div> <div> <p>{T}, Pay 1 life, Sacrifice this land: Search your library for a Swamp or Forest card, put it onto the battlefield, then shuffle.</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> | <div> <b>Waste Land</b> </div> <div>           Land         </div> <div> <p>{T}: Add {C}.<br/>           {T}, Sacrifice Waste Land: Destroy target nonbasic land. That land's controller creates a Wastes token. (It's a land with {T}: Add {C}.)</p> </div> <div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>             | <div> <b>White Plume Adventurer</b> </div> <div>           Creature -- Orc Cleric         </div> <div> <p>When this creature enters, you take the initiative.<br/>           At the beginning of each opponent's upkeep, untap a creature you control. If you've completed a dungeon, untap all creatures you control instead.</p> </div> <div> <div>3/3</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div>                                                                                                                                                                                                                   | <div> <b>Wight of the Reliquary</b> </div> <div>           Creature -- Zombie Knight         </div> <div> <p>Vigilance<br/>           This creature gets +1/+1 for each creature card in your graveyard.<br/>           {T}, Sacrifice another creature: Search your library for a land card, put it onto the battlefield tapped, then shuffle.</p> </div> <div> <div>2/2</div>           PLAYTEST CARD - NOT FOR TOURNAMENT PLAY           botbox.dev         </div> |

## 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.

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## Witherbloom Command (B) (G)

Sorcery

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Choose two --
* Target player mills three cards,
then you return a land card from
your graveyard to your hand.
* Destroy target noncreature,
nonland permanent with mana value 2
or less.
* Target creature gets -3/-1 until
end of turn.
* Target opponent loses 2 life and
you gain 2 life.
```

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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.

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.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev