

Academy Ruins Legendary Land {T}: Add {C}. {1}{U}, {T}: Put target artifact card from your graveyard on top of your library.	Aether Spellbomb ① Artifact {U}, Sacrifice this artifact: Return target creature to its owner's hand. {1}, Sacrifice this artifact: Draw a card.	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.	Codex Shredder ① Artifact {T}: Target player mills a card. (They put the top card of their library into their graveyard.) {5}, {T}, Sacrifice this artifact: Return target card from your graveyard to your hand.
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Emry, Lurker of the Loch ②① Legendary Creature -- Merfolk Wizard Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Emry enters, mill four cards. {T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emry, Lurker of the Loch ②① Legendary Creature -- Merfolk Wizard Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Emry enters, mill four cards. {T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emry, Lurker of the Loch ②① Legendary Creature -- Merfolk Wizard Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Emry enters, mill four cards. {T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Emry, Lurker of the Loch ②① Legendary Creature -- Merfolk Wizard Affinity for artifacts (This spell costs {1} less to cast for each artifact you control.) When Emry enters, mill four cards. {T}: Choose target artifact card in your graveyard. You may cast that card this turn. (You still pay its costs. Timing rules still apply.) 1/2 PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev
Ensnaring Bridge ③ Artifact Creatures with power greater than the number of cards in your hand can't attack. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ensnaring Bridge ③ Artifact Creatures with power greater than the number of cards in your hand can't attack. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ensnaring Bridge ③ Artifact Creatures with power greater than the number of cards in your hand can't attack. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev	Ensnaring Bridge ③ Artifact Creatures with power greater than the number of cards in your hand can't attack. PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eye of Jace Artifact At the beginning of your upkeep, surveil 1. Then if there are seven or more cards in your graveyard, sacrifice this artifact, it deals 2 damage to each opponent, and you gain 2 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye of Jace Artifact At the beginning of your upkeep, surveil 1. Then if there are seven or more cards in your graveyard, sacrifice this artifact, it deals 2 damage to each opponent, and you gain 2 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye of Jace Artifact At the beginning of your upkeep, surveil 1. Then if there are seven or more cards in your graveyard, sacrifice this artifact, it deals 2 damage to each opponent, and you gain 2 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Eye of Jace Artifact At the beginning of your upkeep, surveil 1. Then if there are seven or more cards in your graveyard, sacrifice this artifact, it deals 2 damage to each opponent, and you gain 2 life. (To surveil 1, look at the top card of your library. You may put it into your graveyard.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Grafdigger's Cage Artifact Creature cards in graveyards and libraries can't enter the battlefield. Players can't cast spells from graveyards or libraries. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Haywire Mite Artifact Creature -- Insect When this creature dies, you gain 2 life. {G}, Sacrifice this creature: Exile target noncreature artifact or noncreature enchantment. 1/1 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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.) PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Inventors' Fair Legendary Land At the beginning of your upkeep, if you control three or more artifacts, you gain 1 life. [T]: Add [C]. [4], [T], Sacrifice Inventors' Fair: Search your library for an artifact card, reveal it, put it into your hand, then shuffle. Activate only if you control three or more artifacts. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Island Basic Land -- Island {T}: Add {U}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Jace, the Mind Sculptor 2UU Legendary Planeswalker -- Jace [+2]: Look at the top card of target player's library. You may put that card on the bottom of that player's library. [0]: Draw three cards, then put two cards from your hand on top of your library in any order. [-1]: Return target creature to its owner's hand. [-12]: Exile all cards from target player's library, then that player shuffles their hand into their library. L 3 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Lantern of Insight 1 Artifact Players play with the top card of their libraries revealed. {T}, Sacrifice this artifact: Target player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lantern of Insight 1 Artifact Players play with the top card of their libraries revealed. {T}, Sacrifice this artifact: Target player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Lantern of Insight 1 Artifact Players play with the top card of their libraries revealed. {T}, Sacrifice this artifact: Target player shuffles. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Metallic Rebuke 2U Instant Improvise (Your artifacts can help cast this spell. Each artifact you tap after you're done activating mana abilities pays for {1}.) Counter target spell unless its controller pays {3}. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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Counter target spell unless its
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{T}, Pay 1 life, Sacrifice this land: Search your library for a Forest or Island card, put it onto the battlefield, then shuffle.

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Metalcraft -- {T}: Add one mana of any color. Activate only if you control three or more artifacts.

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{T}: Add {U}.
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.

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{T}: Add {U}.
Channel -- {3}{U}, Discard this
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This ability costs {1} less to
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

When this land enters, choose a land card name.

Activated abilities of sources with the chosen name can't be activated unless they're mana abilities.

Lands with the chosen name have

"{T}: Add {C}."

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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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.

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{T}: Each player exiles the top card of their library face down.

{7}, {T}, Sacrifice this artifact: Each player turns face up all cards they own exiled with this artifact, then puts all permanent cards among them onto the battlefield.

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{7}, {T}, Sacrifice this artifact: Each player turns face up all cards they own exiled with this artifact, then puts all permanent cards among them onto the battlefield.

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Counter target spell with mana value
2.
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PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Counter target spell with mana value 2.

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(**{T}**: Add **{U}**.)
As this land enters, you may behold a Jace. If you don't, this land enters tapped. (To behold a Jace, choose a Jace you control or reveal a Jace card from your hand.)
{2}{U}, **{T}**: Empower Jace 2.

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Creatures entering don't cause abilities to trigger.

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(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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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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.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. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Vexing Bauble Artifact Whenever a player casts a spell, if no mana was spent to cast it, counter that spell. {1}, {T}, Sacrifice this artifact: Draw a card. PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev
Ashiok, Dream Render Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Ashiok, Dream Render Legendary Planeswalker -- Ashiok Spells and abilities your opponents control can't cause their controller to search their library. [-1]: Target player mills four cards. Then exile each opponent's graveyard. [sideboard] L 5 PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev	Consign to Memory Instant Replicate {1} (When you cast this spell, copy it for each time you paid its replicate cost. You may choose new targets for the copies.) Counter target triggered ability or colorless spell. [sideboard] U PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev

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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.

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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.

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Nonbasic lands are Islands.

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