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| <div><div><div>Ancient Tomb</div><div>Land</div><div><p>{T}: Add {C}{C}. This land deals 2 damage to you.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                          | <div><div><div>Blast Zone</div><div>Land</div><div><p>This land enters with a charge counter on it.<br/>{T}: Add {C}.<br/>{X}{X}, {T}: Put X charge counters on this land.<br/>{3}, {T}, Sacrifice this land: Destroy each nonland permanent with mana value equal to the number of charge counters on this land.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Bojuka Bog</div><div>Land</div><div><p>This land enters tapped.<br/>When this land enters, exile target player's graveyard.<br/>{T}: Add {B}.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                       | <div><div><div>Crop Rotation</div><div>Instant</div><div><p>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               |
| <div><div><div>Crop Rotation</div><div>Instant</div><div><p>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Crop Rotation</div><div>Instant</div><div><p>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                | <div><div><div>Crop Rotation</div><div>Instant</div><div><p>As an additional cost to cast this spell, sacrifice a land.<br/>Search your library for a land card, put that card onto the battlefield, then shuffle.</p></div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Dark Depths</div><div>Legendary Snow Land</div><div><p>Dark Depths enters with ten ice counters on it.<br/>{3}: Remove an ice counter from Dark Depths.<br/>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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div> <div>Dark Depths</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Dark Depths</div> <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> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Exploration</div> <div> <div>Enchantment</div> <div> <p>You may play an additional land on each of your turns.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        | <div> <div>Exploration</div> <div> <div>Enchantment</div> <div> <p>You may play an additional land on each of your turns.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                        |
| <div> <div>Exploration</div> <div> <div>Enchantment</div> <div> <p>You may play an additional land on each of your turns.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                   | <div> <div>Exploration</div> <div> <div>Enchantment</div> <div> <p>You may play an additional land on each of your turns.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div>                                                                                                                                                                                                                                   | <div> <div>Field of the Dead</div> <div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {C}.</p> <p>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.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> | <div> <div>Field of the Dead</div> <div> <div>Land</div> <div> <p>This land enters tapped.</p> <p>{T}: Add {C}.</p> <p>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.</p> </div> </div> </div> <div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div> <div>botbox.dev</div> </div> |

## Forest

Basic Land -- Forest

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

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## 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.
```

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## Glacial Chasm

Land

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.

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## Grove of the Burnwillows

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grove of the Burnwillows

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grove of the Burnwillows

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Grove of the Burnwillows

Land

{T}: Add {C}.  
{T}: Add {R} or {G}. Each opponent gains 1 life.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Karakas

Legendary Land

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

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| <div><div><div>Life from the Loam</div><div>①⑥</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Life from the Loam</div><div>①⑥</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Life from the Loam</div><div>①⑥</div></div><div>Sorcery</div><div>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.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Life from the Loam</div><div>①⑥</div></div><div>Sorcery</div><div>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.)</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>Mox Diamond</div><div>⑨</div></div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Mox Diamond</div><div>⑨</div></div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Mox Diamond</div><div>⑨</div></div><div>Artifact</div><div>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             |

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| <div><div>Mox Diamond</div><div>Artifact</div><div>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.<br/>{T}: Add one mana of any color.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Nurturing Peatland</div><div>Land</div><div>{T}, Pay 1 life: Add {B} or {G}.<br/>{1}, {T}, Sacrifice this land: Draw a card.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Punishing Fire</div><div>Instant</div><div>Punishing Fire deals 2 damage to any target.<br/>Whenever an opponent gains life, you may pay {R}. 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>Punishing Fire</div><div>Instant</div><div>Punishing Fire deals 2 damage to any target.<br/>Whenever an opponent gains life, you may pay {R}. 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>Punishing Fire</div><div>Instant</div><div>Punishing Fire deals 2 damage to any target.<br/>Whenever an opponent gains life, you may pay {R}. 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>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>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>                                                                                                                         |

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| <div>Sheltered Thicket</div> <div>Land -- Mountain Forest</div> <div>           ({T}: Add {R} or {G}.)<br/>           This land enters tapped.<br/>           Cycling {2} ({2}, Discard this card:<br/>           Draw a card.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sylvan Library</div> <div>Enchantment</div> <div>           At the beginning of your draw step,<br/>           you may draw two additional cards.<br/>           If you do, choose two cards in your<br/>           hand drawn this turn. For each of<br/>           those cards, pay 4 life or put the<br/>           card on top of your library.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Sylvan Library</div> <div>Enchantment</div> <div>           At the beginning of your draw step,<br/>           you may draw two additional cards.<br/>           If you do, choose two cards in your<br/>           hand drawn this turn. For each of<br/>           those cards, pay 4 life or put the<br/>           card on top of your library.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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>Taiga</div> <div>Land -- Mountain Forest</div> <div>           ({T}: Add {R} or {G}.)         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                      | <div>Thespian's Stage</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {2}, {T}: This land becomes a copy<br/>           of target land, except it has this<br/>           ability.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                    | <div>Thespian's Stage</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {2}, {T}: This land becomes a copy<br/>           of target land, except it has this<br/>           ability.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                                    | <div>Thespian's Stage</div> <div>Land</div> <div>           {T}: Add {C}.<br/>           {2}, {T}: This land becomes a copy<br/>           of target land, except it has this<br/>           ability.         </div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |

## 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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## The Tabernacle at Pendrell Vale

## Legendary Land

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

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Valakut Exploration <sup>2</sup><sub>R</sub>

Enchantment

Landfall -- Whenever a land you control enters, exile the top card of your library. You may play that card for as long as it remains exiled.

At the beginning of your end step, if there are cards exiled with this enchantment, put them into their owner's graveyard, then this enchantment deals that much damage to each opponent.

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## Valakut Exploration (2)(R)

Enchantment

Landfall -- Whenever a land you control enters, exile the top card of your library. You may play that card for as long as it remains exiled.

At the beginning of your end step, if there are cards exiled with this enchantment, put them into their owner's graveyard, then this enchantment deals that much damage to each opponent.

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## Valakut Exploration (2)(R)

## Enchantment

Landfall -- Whenever a land you control enters, exile the top card of your library. You may play that card for as long as it remains exiled.

At the beginning of your end step, if there are cards exiled with this enchantment, put them into their owner's graveyard, then this enchantment deals that much damage to each opponent.

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## Valakut Exploration (2)(R)

## Enchantment

Landfall -- Whenever a land you control enters, exile the top card of your library. You may play that card for as long as it remains exiled.

At the beginning of your end step, if there are cards exiled with this enchantment, put them into their owner's graveyard, then this enchantment deals that much damage to each opponent.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

## Wasteland

Land

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

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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| <div><div>Wasteland</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>Wasteland</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>Windswept Heath</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>Wooded Foothills</div><div>Land</div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for a Mountain or Forest card, put it onto the battlefield, then shuffle.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                    |
| <div><div>Choke26</div><div>Enchantment</div><div>Islands don't untap during their controllers' untap steps.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Choke26</div><div>Enchantment</div><div>Islands don't untap during their controllers' untap steps.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Drop of Honey6</div><div>Enchantment</div><div>At the beginning of your upkeep, destroy the creature with the least power. It can't be regenerated. If two or more creatures are tied for least power, you choose one of them. When there are no creatures on the battlefield, sacrifice this enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Drop of Honey6</div><div>Enchantment</div><div>At the beginning of your upkeep, destroy the creature with the least power. It can't be regenerated. If two or more creatures are tied for least power, you choose one of them. When there are no creatures on the battlefield, sacrifice this enchantment.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Force of Vigor</div><div>2GG</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>Force of Vigor</div><div>2GG</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>Force of Vigor</div><div>2GG</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>Pyroblast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target spell if it's blue.<br/>* Destroy target permanent if it's blue.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |
| <div><div>Red Elemental Blast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Red Elemental Blast</div><div>R</div><div>Instant</div><div>Choose one --<br/>* Counter target blue spell.<br/>* Destroy target blue permanent.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                           | <div><div>Sphere of Resistance</div><div>2</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                               | <div><div>Sphere of Resistance</div><div>2</div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                           |

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| <div><div><div>Sphere of Resistance</div><div>②</div></div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Sphere of Resistance</div><div>②</div></div><div>Artifact</div><div>Spells cost {1} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Thorn of Amethyst</div><div>②</div></div><div>Artifact</div><div>Noncreature spells cost {1} more to cast.</div><div>[sideboard]</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |  |
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