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| <div><div><div>Arid Mesa</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   | <div><div><div>Arid Mesa</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                   | <div><div><div>Arid Mesa</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div><div>Arid Mesa</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                |
| <div><div><div>Autochthon Wurm<div><div>19</div><div>G</div><div>G</div><div>G</div><div>W</div><div>W</div></div></div><div>Creature -- Wurm</div><div>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.)<br/>Trample</div><div>9/14</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Autochthon Wurm<div><div>19</div><div>G</div><div>G</div><div>G</div><div>W</div><div>W</div></div></div><div>Creature -- Wurm</div><div>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.)<br/>Trample</div><div>9/14</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div></div> | <div><div><div>Blood Crypt</div><div>Land -- Swamp Mountain</div><div>({T}: Add {B} or {R}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div></div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>             | <div><div><div>Boseiju, Who Endures</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>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <b>Boseiju, Who Shelters All</b><br><hr/> <b>Legendary Land</b><br><hr/> <p>Boseiju enters tapped.<br/>{T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered.</p>                                                                                                                                                                                                                                   | <b>Boseiju, Who Shelters All</b><br><hr/> <b>Legendary Land</b><br><hr/> <p>Boseiju enters tapped.<br/>{T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered.</p>                                                                                                                                                                                                                                   | <b>Calibrated Blast</b> (2)(R)<br><hr/> <b>Instant</b><br><hr/> <p>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.<br/>Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> | <b>Calibrated Blast</b> (2)(R)<br><hr/> <b>Instant</b><br><hr/> <p>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.<br/>Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> |
| 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                                                                                                                                                                                                                                                                                                                                                                                                          |
| <b>Calibrated Blast</b> (2)(R)<br><hr/> <b>Instant</b><br><hr/> <p>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.<br/>Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> | <b>Calibrated Blast</b> (2)(R)<br><hr/> <b>Instant</b><br><hr/> <p>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.<br/>Flashback {3}{R}{R} (You may cast this card from your graveyard for its flashback cost. Then exile it.)</p> | <b>Commercial District</b><br><hr/> <b>Land -- Mountain Forest</b><br><hr/> <p>{T}: Add {R} or {G}.)<br/>This land enters tapped.<br/>When this land enters, surveil 1. (Look at the top card of your library. You may put it into your graveyard.)</p>                                                                                                                                                                                                     | <b>Devourer of Destiny</b> (5)(C)(C)<br><hr/> <b>Creature -- Eldrazi</b><br><hr/> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.<br/>When you cast this spell, exile target permanent that's one or more colors.</p>                                                         |
| PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                          | PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                                          | <div>6/6</div><br>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev                                                                                                                                                                                                                                                                                                                                                                                        |

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| <div> <div>Devourer of Destiny (5)(C)(C)</div> <div>Creature -- Eldrazi</div> <div> <p>You may reveal this card from your opening hand. If you do, at the beginning of your first upkeep, look at the top four cards of your library. You may put one of those cards back on top of your library. Exile the rest.</p> <p>When you cast this spell, exile target permanent that's one or more colors.</p> </div> <div>6/6</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>    | <div> <div>Emrakul, the Aeons Torn (15)</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell can't be countered.</p> <p>When you cast this spell, take an extra turn after this one.</p> <p>Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> </div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Emrakul, the Aeons Torn (15)</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell can't be countered.</p> <p>When you cast this spell, take an extra turn after this one.</p> <p>Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> </div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Emrakul, the Aeons Torn (15)</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell can't be countered.</p> <p>When you cast this spell, take an extra turn after this one.</p> <p>Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> </div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> |
| <div> <div>Emrakul, the Aeons Torn (15)</div> <div>Legendary Creature -- Eldrazi</div> <div> <p>This spell can't be countered.</p> <p>When you cast this spell, take an extra turn after this one.</p> <p>Flying, protection from spells that are one or more colors, annihilator 6</p> <p>When Emrakul is put into a graveyard from anywhere, its owner shuffles their graveyard into their library.</p> </div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div> | <div> <div>Gemstone Caverns</div> <div>Legendary Land</div> <div> <p>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.</p> <p>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> </div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                | <div> <div>Gemstone Caverns</div> <div>Legendary Land</div> <div> <p>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.</p> <p>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> </div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                | <div> <div>Gemstone Caverns</div> <div>Legendary Land</div> <div> <p>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.</p> <p>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> </div> <div>15/15</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev</div> </div>                |

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| <div>Gemstone Caverns</div> <div>Legendary Land</div> <p>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.<br/>{T}: Add {C}. If Gemstone Caverns has a luck counter on it, instead add one mana of any color.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <div>Hidden Volcano</div> <div>Land -- Cave</div> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>{4}{R}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                       | <div>Hidden Volcano</div> <div>Land -- Cave</div> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>{4}{R}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <div>Hidden Volcano</div> <div>Land -- Cave</div> <p>This land enters tapped.<br/>{T}: Add {R}.<br/>{4}{R}, {T}, Sacrifice this land: Discover 4. Activate only as a sorcery. (Exile cards from the top of your library until you exile a nonland card with mana value 4 or less. Cast it without paying its mana cost or put it into your hand. Put the rest on the bottom in a random order.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> |
| <div>Jagged Barrens</div> <div>Land -- Desert</div> <p>This land enters tapped. When this land enters, it deals 1 damage to target opponent.<br/>{T}: Add {B} or {R}.</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                                                                                                                                                                                   | <div>Keruga, the Macrosage ③⑥/W⑥/W</div> <div>Legendary Creature -- Dinosaur Hippo</div> <p>Companion -- Your starting deck contains only cards with mana value 3 or greater and land cards. (If this card is your chosen companion, you may put it into your hand from outside the game for {3} as a sorcery.)<br/>When Keruga enters, draw a card for each other permanent you control with mana value 3 or greater.</p> <div>5/4</div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div> | <div>Mountain</div> <div>Basic Land -- Mountain</div> <p>{T}: Add {R}.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                                                                                                                                                                                                                                                                                                         | <div>Raffine's Tower</div> <div>Land -- Plains Island Swamp</div> <p>{T}: Add {W}, {U}, or {B}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</p> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY      botbox.dev</div>                                                                                                                                                                                                            |

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| <div><div>Ramunap Ruins</div><div>Land -- Desert</div><div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {R}.</div><div>{2}{R}{R}, {T}, Sacrifice a Desert:</div><div>This land deals 2 damage to each opponent.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Ramunap Ruins</div><div>Land -- Desert</div><div><div><div>{T}: Add {C}.</div><div>{T}, Pay 1 life: Add {R}.</div><div>{2}{R}{R}, {T}, Sacrifice a Desert:</div><div>This land deals 2 damage to each opponent.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Raucous Theater</div><div>Land -- Swamp Mountain</div><div><div><div>(<div>{T}</div>: Add <div>{B}</div> or <div>{R}</div>.)</div><div>This land enters tapped.</div><div>When this land enters, surveil 1.</div><div>(Look at the top card of your library. You may put it into your graveyard.)</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div> | <div><div>Scalding Tarn</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                                                                                                                 |
| <div><div>Scalding Tarn</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div>Scalding Tarn</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                           | <div><div>Scalding Tarn</div><div>Land</div><div><div><div>{T}, Pay 1 life, Sacrifice this land: Search your library for an Island or Mountain card, put it onto the battlefield, then shuffle.</div></div></div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div>                                                                                                             | <div><div>Scion of Draco</div><div>Artifact Creature -- Dragon</div><div><div><div>Domain -- This spell costs {2} less to cast for each basic land type among lands you control.</div><div>Flying</div><div>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.</div></div></div><div><div>4/4</div><div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAY</div><div>botbox.dev</div></div></div></div> |

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

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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

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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

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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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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

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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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## Sokenzan, Crucible of Defiance

{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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| <div><div>Sokenzan, Crucible of Defiance</div><div>Legendary Land</div><div>{T}: Add {R}.<br/>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.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Spara's Headquarters</div><div>Land -- Forest Plains Island</div><div>(<b>{T}</b>): Add {G}, {W}, or {U}.)<br/>This land enters tapped.<br/>Cycling {3} ({3}, Discard this card: Draw a card.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Stomping Ground</div><div>Land -- Mountain Forest</div><div>(<b>{T}</b>): Add {R} or {G}.)<br/>As this land enters, you may pay 2 life. If you don't, it enters tapped.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> | <div><div>Sunscorched Desert</div><div>Land -- Desert</div><div>When this land enters, it deals 1 damage to target player or planeswalker.<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                                                                                                                                     |
| <div><div>Sunscorched Desert</div><div>Land -- Desert</div><div>When this land enters, it deals 1 damage to target player or planeswalker.<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                                                                                                                             | <div><div>Sunscorched Desert</div><div>Land -- Desert</div><div>When this land enters, it deals 1 damage to target player or planeswalker.<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                                             | <div><div>Sunscorched Desert</div><div>Land -- Desert</div><div>When this land enters, it deals 1 damage to target player or planeswalker.<br/>{T}: Add {C}.</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div>                      | <div><div>Throes of Chaos</div><div>Sorcery</div><div>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)<br/>Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)</div><div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div></div> |

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| <div><div>Throes of Chaos</div><div><div>3</div><div>R</div></div></div> <div>Sorcery</div> <div><p>Cascade (When you cast this spell, exile cards from the top of your library until you exile a nonland card that costs less. You may cast it without paying its mana cost. Put the exiled cards on the bottom in a random order.)</p><p>Retrace (You may cast this card from your graveyard by discarding a land card in addition to paying its other costs.)</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ugin's Labyrinth</div> <div>Land</div> <div><p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p><p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p><p>{T}: Return the exiled card to its owner's hand.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                                                                                | <div>Ugin's Labyrinth</div> <div>Land</div> <div><p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p><p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p><p>{T}: Return the exiled card to its owner's hand.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Ugin's Labyrinth</div> <div>Land</div> <div><p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p><p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p><p>{T}: Return the exiled card to its owner's hand.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> |
| <div>Ugin's Labyrinth</div> <div>Land</div> <div><p>Imprint -- When this land enters, you may exile a colorless card with mana value 7 or greater from your hand.</p><p>{T}: Add {C}. If a card is exiled with this land, add {C}{C} instead.</p><p>{T}: Return the exiled card to its owner's hand.</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</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><p>[sideboard]</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div> | <div>Boseiju, Who Shelters All</div> <div>Legendary Land</div> <div><p>Boseiju enters tapped.</p><p>{T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered.</p><p>[sideboard]</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 | <div>Boseiju, Who Shelters All</div> <div>Legendary Land</div> <div><p>Boseiju enters tapped.</p><p>{T}, Pay 2 life: Add {C}. If that mana is spent on an instant or sorcery spell, that spell can't be countered.</p><p>[sideboard]</p></div> <div>PLAYTEST CARD - NOT FOR TOURNAMENT PLAYbotbox.dev</div>                                                                 |



① R

Rough deals 2 damage to each creature without flying.

[sideboard]

## Tumble

⑤R

Tumble deals 6 damage to each creature with flying.

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① R

Rough deals 2 damage to each creature without flying.

[sidebar]

**Tumble**

⑤ ⑥

Tumble deals 6 damage to each creature with flying.

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## Scavenger Grounds

```
{T}: Add {C}.
{2}, {T}, Sacrifice a Desert: Exile
all graveyards.
```

[sideboard]

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## Scavenger Grounds

```
{T}: Add {C}.
{2}, {T}, Sacrifice a Desert: Exile
all graveyards.
```

[sideboard]

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